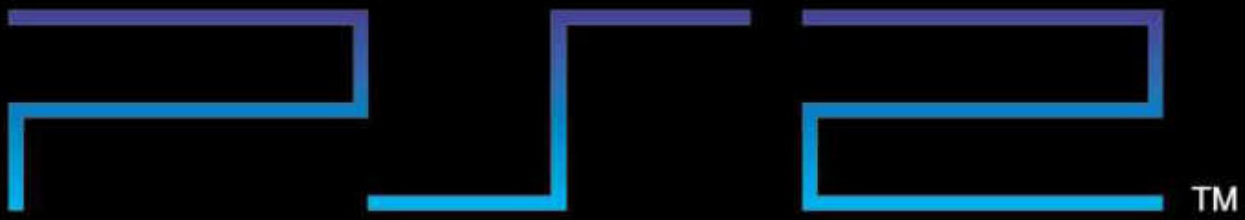

THE PlayStation®2 Encyclopedia

vol.5

S

copy/paste:
DaddaRuleKonge
2018

DaddaRuleKonge

This is book is made for people who collect for, or are interested in, the PlayStation 2. I made this book cause` I like to catalogue and categorize stuff, and to learn more about the system. But I am also a small time collector of the system (though the original PlayStation are (was) my primary collection).

If you are annoyed, or the owner of some of the content i used in this book, send an email to me: sennep@hotmail.com.

Similar books/PDF`s in the same format are books on NES, SNES, PSX, SMS, N64, Game&Watch, NeoGeo, including several other book in the same vein, from TMNT toys to Point and Click games.
http://daddarulekonge.itch.io/
DaddaRuleKonge.com

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Reference Guide

These are web sites that i use a lot for pictures/screenshots, reference and much of the information. If I have not used wikipedia on a game description, then I have tried to credit it at the bottom of the text.

I can recommend all of these websites, as they are very informative and fun to look through. If you are the owner of one of these sites and feel that i have done you wrong, then please send me an e-mail and i will make the necessary change to your wish.

GameFAQs

"Founded in 1995, GameFAQs has over 40000 video game FAQs, Guides and Walkthroughs, over 250000 cheat codes, and over 100000 reviews."

• Used for mostly the cover art and the review score

A giant database consisting of most games released with information, faqs and pictures.

http://www.gamefaqs.com/

Moby Games

"Metacritic aggregates music, game, tv, and movie reviews from the leading critics. "

• Used for the review score

A site that collects review scores from several review sites and user scores. A good site to get a unbiased review of a product.

http://www.metacritic.com/

Moby Games

"MobyGames is the oldest, largest and most accurate video game database for games of every platform spanning 1979-2014."

• Used for info and some pictures

A good site for information and pictures on much of the games released.

http://www.mobygames.com/

The PlayStation DataCenter!

"This site wants to be the most complete playstation one games database in the web, we got covers, screenshots, cheats, controls, game saves, descriptions, etc."

• Used for info

A giant database of information and pictures on most Ps1 & a good deal of Ps2 games. This is probably the most important tool in collecting for the PlayStation.

https://psxdatacenter.com

IGN

"IGN is your #1 destination for all video game news, expert reviews, and walkthroughs."

• Used for info a few places

It's IGN... It is what it is...

https://nordic.ign.com/

hardcoregaming101

"Our reviews and in-depth features explore all aspects of gaming. We started in 2009, with thousands of articles"

• Used for info a few places

A great site with a lot of in-depth articles about a lot of unknown game series. Highly recommended for a fun and interesting read.

http://www.hardcoregaming101.net/

demo pals

"features collector's resources to Nirvana records, survival horror games, PAL PlayStation demos, and Tomb Raider promos"

• Used for info info and pictures on some demo's

A detailed site which includes information and pictures on different demos.

https://crimson-ceremony.net/demopals/index.php

10min Gameplay

• Used for pictures

A gigantic youtube channel that show a huge amount of gameplay videos from several different consoles.

https://www.youtube.com/channel/UCzjc5uyPodS9U9E4tpNRUw

kireev20000

"Welcome to my channel. I enjoy playing both retro and modern games. Subscribe!!"

• Used for pictures

A great dailymotion.com user that made a lot of hig-def videos showcasing gameplay videos for several Japanese games.

https://vk.com/sugarmind

Wazap!

• Used for some Japanese video game ratings

Wazap! is a vertical search engine, video game database and social networking site to distribute gaming news, rankings, cheats, downloads and reviews. It indexes gaming sites and categorizes the information as news, reviews, cheats, downloads, previews and articles.

https://jp.wazap.com/

Games of All Generations in HQ\HD Jr

"Welcome to my channel. I enjoy playing both retro and modern games. See playlist section for more games. Subscribe!!

PS. Gameplay vids were captured to show game mechanics not my skill at playing particular titles - keep that in mind while watching."

• Used for pictures

https://www.youtube.com/user/RetronyashJr/

6.6

J N P

S.L.A.I.: Steel Lancer Arena International

Developer	Genki
Publisher	Konami
Release date	(us) September 21, 2005
Genre	Action
Mode	1-2 (4) Players

S.L.A.I. – Steel Lancer Arena International is a Playstation 2 sequel to 2002 XBox title Phantom Crash. The story takes place 40 years after the events in Phantom Crash and cyber-punk athletes continue to battle their robots in arenas created by destroyed uninhabitable environments.

S.L.A.I. is an arena based robot fighting game. Controls are similar to most console FPS's, but the camera can be switched between first person cockpit view and behind the robot third person view. Defeated opponents are replaced with new entrants until the player is defeated, leaves the arena, or time runs out. Money is based on performance and can be used to buy new robot parts and adjust existing parts for speed and power. Finally, the onboard "animal chip" gains experience depending on performance and increases the robots lock-on speed, armor, reticule size, and more.

Online play was originally available, including a leaderboard similar to the rankings in the story mode and the ability to create clans. However, the server was officially shut down on October 1, 2006, thereby discontinuing online play.

"mobygames.com"

8.1

J

Sacred Blaze

Developer	Flight-Plan
Publisher	Flight-Plan
Release date	(jp) February 19, 2009
Genre	Tactical role-playing
Mode	1 Player

Sacred Blaze is a tactical role-playing game and the second self-published game by Flight-Plan after 2007's Dragon Shadow Spell.

The player assumes the role of God and has the ability to bestow various player characters with abilities to use in combat. For each character, they have a separate plot line to proceed.

The game was given a 31 out of 40 by Famitsu.

S.Y.K Shinsetsu Saiyuuki

8.5

Developer	Design Factory
Publisher	Idea Factory
Release date	(jp) August 13, 2009
Genre	Visual novel
Mode	1 Player

The game is based on the Chinese classic, Saiyuki. Players take the role of Sanzo, who must lead a band of handsome, but troublesome men on a quest for the holy sutras. Players will travel through the land torn by poverty and corruption, and must rescue the people from the demons and villains and keep their team in line.

"psxdatacenter.com"

J

S.Y.K Renshouden

5.6

J

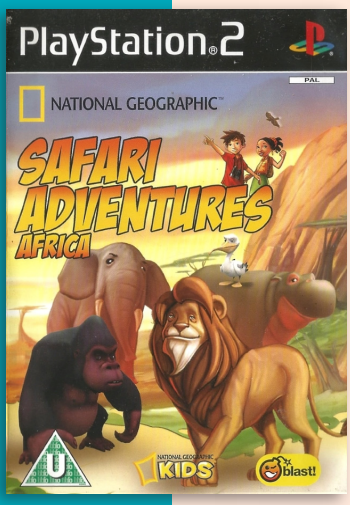
Developer	Design Factory
Publisher	Idea Factory
Release date	(jp) March 11, 2010
Genre	Visual novel
Mode	1 Player

S.Y.K Renshouden is an fandisk to the S.Y.K game, developed by Otomate and published by Idea Factory, which was released in Japan in 2010. It was also released for the PSP

The game and is basically the follow up to each character's paths, but this time, players can also follow the story of Konzenshi (Genjou's past self). After finishing the story lines players unlock CG art.

Safari Adventures Africa

6.6



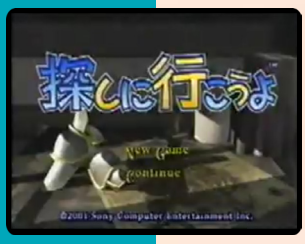
Developer	Blast! Entertainment Ltd
Publisher	Blast! Entertainment Ltd
Release date	(eu) October 5, 2007
Genre	Adventure
Mode	1 Player

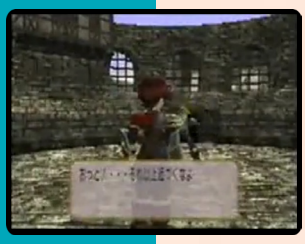
Players join young explorers Alex and Emma has they discover the various planet ecosystems and resolve the problems linked to environmental degredation. Players can fill their photo album with pictures. The game feature 90 habitats to choose from and over 90 missions to solve. Players may also learn about the animals and plants of Africa through information provided by National Geographic.

P

Sagashi ni Ikouyo

7.9





J

Developer	SCEI
Publisher	SCEI
Release date	(jp) January 11, 2001
Genre	Role-playing
Mode	1 Player

This was one of the PS2's earliest RPG's. Players take the role of a young adventurer, looking for challenge. He will travel through deep dungeons and battle different enemies. A large cast of characters aid and propel players in this treasure hunting, monster battling adventure game. Magic, weaponry and team cooperation will see them through their quests.

Saint & Sinner

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) January 2, 2006
Genre	Puzzle
Mode	1 Player

Saint & Sinner is a semi-rare Phoenix Games game, and is most likely an Italian exclusive.

The game is tile-matching Puyo Pop clone where the goal is to connect tiles of the same type so that they adjoin each other. The art of the game is also very similar to the Puyo Pop series. Every few levels the scenery upgrades, but there is no changes to the gameplay itself.

P

Saint Beast: Rasen no Shou

5.0

J

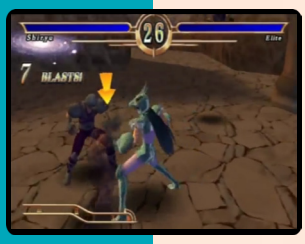
Developer	Marvelous Entertainment
Publisher	Marvelous
Release date	(jp) September 20, 2007
Genre	Action
Mode	1 Player

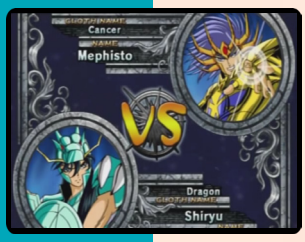
Saint Beast is a visual novel with the story created by Arisugawa Kei. It is a spin-off of the series Angel Tales.

The game centres around gods, guardian angels, animal spirits, and magic. Game characters are voiced by the same voice actors from the OVA. The game leads to various multiple endings, depending on the choices made by the player.

Saint Seiya: The Sanctuary

6.9





J P

Developer	Dimps Corporation
Publisher	Bandai
Release date	(jp) April 7, 2005
Genre	Fighting
Mode	1-2 Players

Saint Seiya: The Sanctuary is a fighting game based on the Saint Seiya franchise and follows the “Gold Saint Saga” of the TV series. The player takes the role of a Saint Seiya who has to save the life of the Goddess of Peace Athena. To do that he has to visit twelve temples representing the astrological signs.

The gameplay of each level is divided into two parts: Reaching the palace and defeating the Gold Saint. The former is a traditional hack & slash game where the player fights against hordes of enemies. He has the standard move repertoire to his disposal: regular attacks, dodging, blocking and special attacks. For the latter the player needs a certain amount of power in a special energy bar - it decreases with every special attack and increases if the player is hit. When reaching the temple the game switches to a one to one fighting game style. The basic gameplay stays the same but if the special energy bar is filled to the max the play can use an extremely powerful attack which results in a typical anime cutscene.

Saint Seiya: The Hades

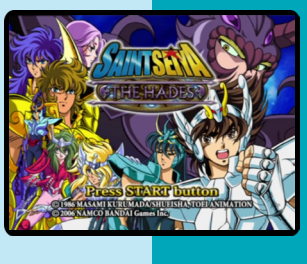
7.2

Developer	Dimps Corporation
Publisher	Namco Bandai Games
Release date	(eu) September 29, 2006
Genre	Fighting
Mode	1-2 Players

The story of Saint Seiya: The Hades is based mainly on the original manga with cut scenes taken from the anime. The story takes places as the Specters, thanks to the awakening of Hades, begin to claim back their powers after being restrained for 243 years by Athena’s might. It is the players destiny to do battle with the supreme commander of Hell and his armies to overcome the impending devastation.

Gameplay features rapid-fire battles on a large battle stage which accommodates a greater breadth of range attacks, counter-attacks and combos.

“ign.com”

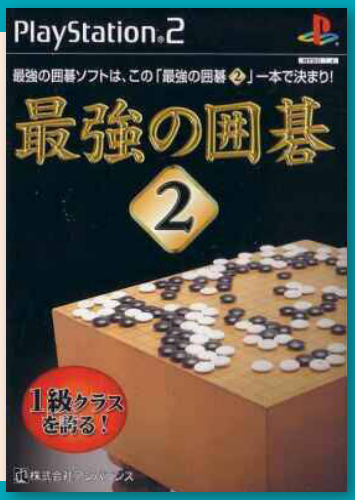


J P

Saikyou no Igo 2

Developer	Unbalance
Publisher	Unbalance
Release date	(jp) April 25, 2002
Genre	Board
Mode	1-2 Players

This title is an adaptation of the Go enginge by Michael Rees, who won the Computer Go Tournament “21st Century Cup 2001”. The engine has been certified as “first grade” by Nippon Zenin.



Saikyo Shogi Gekisashi Special

8.7

Developer	NCS
Publisher	NCS
Release date	(jp) August 24, 2006
Genre	Board
Mode	1-2 Players

In this game players can challenge four famous Japanese celebrities. The game feature several different game modes, including tutorial and a score analysis.

Saikyou Toudai Shogi 3

8.6

Developer	Mainichi
Publisher	Mycom
Release date	(jp) May 31, 2001
Genre	Board
Mode	1-2 Players

The third game in the the “Daimado Shogi” series feature several different gameplay modes, from different difficulty settings and tutorials.

Saikyou Toudai Shogi 4

6.6

Developer	Mycom
Publisher	Mycom
Release date	(jp) June 13, 2002
Genre	Board
Mode	1-2 Players

This title in the “Todai Shogi” series combine the two PC titles; “Saikishi Todai Shogi 4” and “Todai Shogi Yagura Dojo”.

Saikyou Toudai Shogi 2003

Developer	Mycom
Publisher	Mycom
Release date	(jp) May 29, 2003
Genre	Board
Mode	1-2 Players

In this title, players will compete in the Computer Shogi Championship where they can challenge Tsumesu Otome style professional wrestlers.

J

J

Saikyou Toudai Shogi 2004

Developer	Mycom
Publisher	Mycom
Release date	(jp) January 8, 2004
Genre	Board
Mode	1-2 Players

“The strongest Todai Shogi 2004” is equipped with a updated software engine. Players can play from the fourth to tenth grade difficulty levels.

Saikyou Toudai Shogi 5

Developer	NCS
Publisher	NCS
Release date	(jp) August 5, 2004
Genre	Board
Mode	1-2 Players

The fifth title in the main series is a budget re-release of “strongest Todai Shogi 2003”. In addition to the game, various modes such as the Shogi tournament is included.

J

J

Saikyou Toudai Shogi 6

Developer	NCS
Publisher	NCS
Release date	(jp) December 14, 2006
Genre	Board
Mode	1-2 Players

The sixth game in the budget Shogi series is equipped with the software engine that won the 13th World Computer Shogi Championship.

Saikyou Toudai Shogi Special

Developer	Mainichi
Publisher	Mycom
Release date	(jp) January 31, 2002
Genre	Board
Mode	1-2 Players

Saikyou Toudai Shogi Special is another budget Shogi title that was priced at 2000 yen. The game feature a updated engine used in the Computer Shogi Championship.

J

J

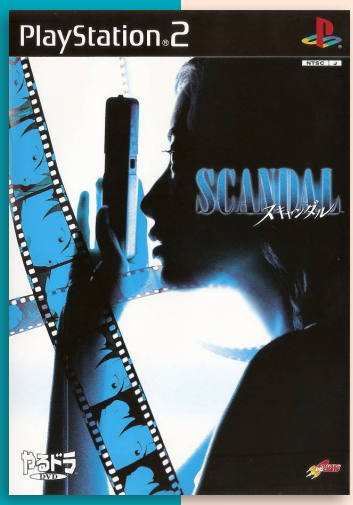
Saikyou Toudai Shogi Special II

Developer	NCS
Publisher	NCS
Release date	(jp) April 14, 2005
Genre	Board
Mode	1-2 Players

This title feature a updated Shogi engine. The game feature 9 different difficult and four female artists that appear on-screen to enliven the game.

Scandal

5.5

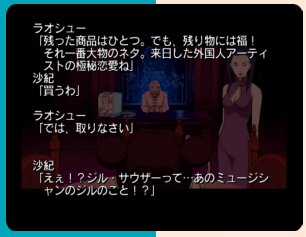


Developer	Sugar & Rockets
Publisher	SCEI
Release date	(jp) June 29, 2000
Genre	Adventure
Mode	1 Player

Scandal is an interactive anime movie, much like Triangle Again games, which puts players in a role of a freelance photographer, Saki Kitazawa. While her father was a professional in the same line of work, she go on a day-by-day basis with whatever job comes her way. This time, it includes a famous rock musician. All enthusiastic about Kitazawa's next gig, she were glad to enter the prestigious private part under a guise to look for her next scoop. But what she didn't know is that his next photo is going to change her life and put her in a dangerous turmoil of murder and mystery.

The game moves one video scene at the time, where players can progress as in visual novels, by clicking the button after each event, or leave it in auto mode so it moves like an anime movie.

"mobygames.com"



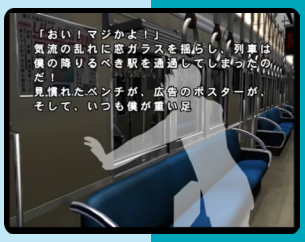
J

Saishuu Densha

Developer	Visit
Publisher	Visit
Release date	(jp) April 25, 2002
Genre	Sound novel
Mode	1 Player

The story start with a businessman who barely catches a midnight train and meets a school teacher as he goes to catch a seat. However, they soon find that not only is the train not moving, but the doors are also locked. They manage to escape to another part of the train and meet a child before being assaulted by a strange liquid that turns out to be a bizarre monster.

"endaso.blogspot.com"



J

6.6

Sakigake!! Kuromati Koukou

J

Developer	Hudson Soft
Publisher	DigiCube
Release date	(jp) February 20, 2003
Genre	Party
Mode	1-4 Players

Sakigake!! Kuromati Koukou is a party/board game based on the anime/manga series of the same name (Known as Cromartie High School in the west).

The game feature a wide array of mini-games for up to four players. At the heart of the title lies a simple board game, set in Cromartie High School. Depending on the fields players land on, different events and mini-games get triggered.

Sakigake!! Kuromati Koukou: Kore wa Hyottoshite Game Nanoka!? Hen

6.6

Developer	Hudson Soft
Publisher	Hudson
Release date	(jp) March 4, 2004
Genre	Action-adenture
Mode	1 Player

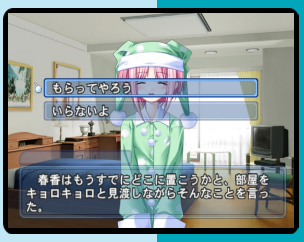
Similar to the manga and animated series, everyday situations with an outlandish bent pop up in the game and players contribute to the conversations and situations to move the story along. Along with the interaction sequences where the Kuromati crew make their way through each day, there's a group of mini games to play including slots and a primitive fighting challenge.

J

Saishuu Shiken Kujira

7.5

Developer	Circus
Publisher	Sweets
Release date	(jp) September 27, 2007
Genre	Visual novel
Mode	1 Player



Saishū Shiken Kujira: Alive is a port of the PC game Saishū Shiken Kujira and features new content including a new theme song, a new opening movie, and a new character with updated scenario.

The protagonist of the story is Mutsumi Kuonji, a member of a troupe of entertainers who works as a male actor in female Kabuki roles. One day he arrives at the strange city on his next tour, a city with a giant whale floating in the sky. Peculiarly enough, none of the inhabitants seem to find that strange.

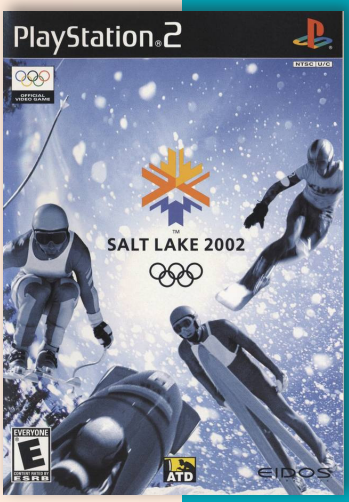
This visual novel presents player with choices which affect the path the story takes. Additionally, the game features unlockable content such as scene replay, a CG gallery, and a music player.

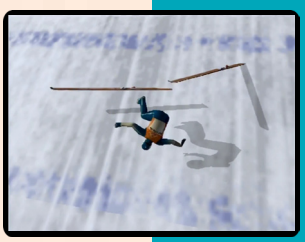
"mobygames.com"

Salt Lake 2002

4.9

Developer	Attention To Detail
Publisher	Eidos Interactive
Release date	(eu) January 18, 2002
Genre	Sports
Mode	1-2 (4) Players





Salt Lake 2002 is the official video game of the XIX Olympic Winter Games, hosted by Salt Lake City, Utah, United States in 2002.

There are four game modes: Olympic, Tournament, Classic and Time Trial. The Olympic Mode returns to the simplistic direct-to-competition mode, unlike Sydney 2000 that forced the player to qualify for the Olympics. Each players' victories are logged, and trophies/medals can be seen in a trophy room.

Gameplaywise, the events are unevenly done. While the downhill/slalom events are reasonably simulated and playable (one can play downhill in first person view, and at easier levels missing a gate in the slalom does not disqualify the player), in ski jump and bobsleigh results are generally hard to predict or control.

Sangoku Rensenki: Otome no Heihou!

7.2

Developer	Prototype
Publisher	Prototype
Release date	(jp) June 16, 2011
Genre	Visual novel
Mode	1 Player

Sangoku Rensenki: Otome no Heihou! is an otome game developed by Daisy2. It centers around Hana Yamada, an average Japanese teenager, who finds herself transported back in time to ancient China, becoming involved in the events of the Romance of the Three Kingdoms novel.

"giantbomb.com"

J

SCORE International Baja 1000

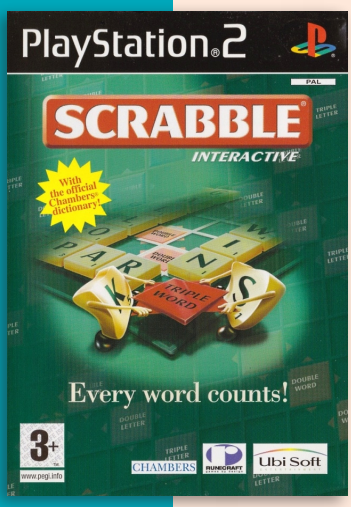
3.8

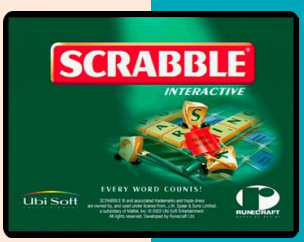
N P

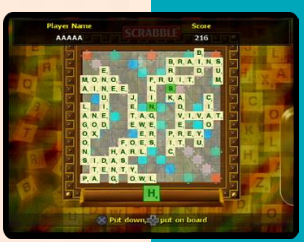
Developer	Left Field Productions
Publisher	Activision
Release date	(us) October 28, 2008
Genre	Racing
Mode	1-2 Players

SCORE International Baja 1000, known in Europe as SCORE International Baja 1000: World Championship Off Road Racing, is a racing game based on the SCORE International Baja 1000 off-road race. The game includes over 90 vehicles across multiple classes in the real Baja 1000 – including trophy trucks, class I, motorcycles, ATVs among others.

Scrabble 2003







Developer	Atari
Publisher	Atari
Release date	(eu) November 21, 2003
Genre	Board
Mode	1-4 Players

Scrabble 2003 Edition uses the Chambers Official Scrabble Words International List which make the game more true to the Original Scrabble party game. Players can choose from 10 different difficulty modes from beginner to expert. The game also feature 6 different board themes, including the classic theme of Scrabble.

The game feature a 4-player mode.

P

Sakurazaka Shouboutai

7.4

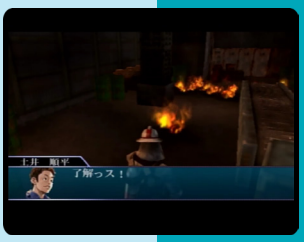
Irem Collection

Developer	Racjin
Publisher	Irem
Release date	(jp) June 10, 2004
Genre	Action-adventure
Mode	1-2 Players

Sakurazaka Shōbōtai is a fire fighting action game with a strong emphasis on effective teamwork. The player controls Daichi Honjō, a hotshot rookie straight out of academy who has just joined the Sakurazaka City Fire Station. While the player directly controls Daichi on the ground, and uses a fire hose to extinguish the flames, the game can be paused at any time to check the status of teammates and give them directions. It is also possible to use an axe to break obstacles or debris, and it's entirely possible to get caught in a backdraft when opening doors.

Equally as important as getting the fire under control is finding and rescuing survivors, helping them escape and reach safety, as well as searching for evidence as to how a fire started. Between missions, the player works together with local law enforcement to examine the evidence gathered. In addition to the main story mode, there is also a free mission mode and a survival mode, both for one or two players.

"mobygames.com"



J

Saiyuki Reload

6.8

J

Developer	Bandai
Publisher	Bandai
Release date	(jp) March 18, 2004
Genre	Role-playing
Mode	1 Player

Saiyuki Reload is a role-playing game based on the manga and anime series Saiyuki. The game sets off on starring Genjo Sanzo, Son Goku, Sha Gojyo and Cho Hakkai.
Information

The players are the original character Sanzo party. The player commands the four in menu-based battles that allow for attacks, special attacks, and combination attacks.

The game tells an original story, and Bandai included a bonus Saiyuki Reloaded voice CD for those who pre-ordered.

"saiyuki.fandom.com

Saiyuki Reload: Gunlock

8.1

Developer	Bandai
Publisher	Bandai, Bandai Korea
Release date	(jp) August 5, 2004
Genre	Fighting
Mode	1-2 Players

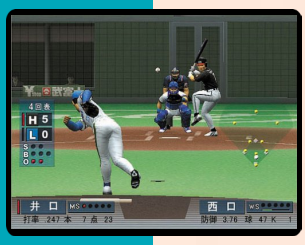
This fighting game features a total of eight playable characters including Sanzo, Goku, Gojyo and Hakkai as well as Kougaiji, Chin Yisou, Kamisama, and Hazel. Playable game modes include traditional single and multiplayer modes, as well as Practice Mode, Watch Mode, and a story-akin Dramatic Mode.

"saiyuki.fandom.com

J

Se-Pa 2001

7.3



J

Developer	Koei, Inis
Publisher	Koei
Release date	(jp) December 6, 2001
Genre	Sports
Mode	1-2 Players

Se-Pa 2001 is a Nippon Professional Baseball game with player data and team data from 2001. The game reproduces the stadiums and face, body shape, play style of each player. The game feature a "player mode" which plays as a normal baseball game and a "director mode" which plays as a simulation game where players take the role of an director.

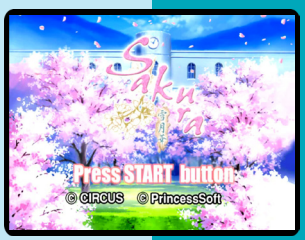
Sakura: Yuki Gekka

7.4

Developer	Circus
Publisher	Princess Soft
Release date	(jp) July 31, 2003
Genre	Visual novel
Mode	1 Player

Sakura Yuki Gekka takes place during a holiday stretch but instead of enjoying the vacation away from school, the player is stuck on barren school grounds with a few classmates. Players will converse with schoolmates, seek romance and perhaps make a positive out of a negative experience.

Limited to 20,000 copies, the limited edition includes a serially numbered metal card packaged in a clear file, along with other items.



J

Sakura Wars

"Sakura Taisen"

Sakura Wars is a Japanese media franchise created by Red Entertainment (formally Red Company) and franchise owners Sega. Beginning as a series of video games for Sega's Sega Saturn and Dreamcast home consoles, the series has expanded onto other platforms through multiple spin-offs. The eponymous first entry released in 1996, and has since spawned several sequels and numerous spin-off titles.

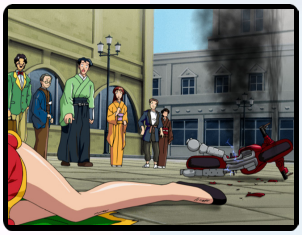
The Sakura Wars series is set during a fictionalised version of the Taishō period, with the chronology currently running from 1923 (Taisho 12) to 1940 (Taisho 29). The games are set in the cities of Tokyo, Paris and New York. The setting combines real locations with fantastical events and steampunk-based technology. The central conflict of the series is between demonic forces created by the ingrained darkness in human hearts. To combat this in Tokyo, the Japanese government created a unit of steam-based mecha called Koubu powered by spirit energy. While a few men are capable of using them, women form the main combat units due to their stronger spiritual power. This group is known as the Imperial Assault Force, based in a theater and working undercover as the Imperial Theater Revue. The group to which the protagonists belong is the Flower Division (Hanagumi), the main combat troop. Other groups make cameo appearances in the story if present.

Created by Oji Hiroi based on Japanese stage shows, the original Sakura Wars was an ambitious title for the then in-production Saturn. The first game's overlap of the tactical role-playing, dating sim and visual novel genres prompted Sega to classify it as a "dramatic adventure", a moniker which has endured during the series' lifetime. Several staff members had recurring roles in the series until the late 2000s, including writer Satoru Akahori, and artists Kōsuke Fujishima and Hidenori Matsubara. Composer Kohei Tanaka has continued to be involved since the original. A recurring feature with its cast was actors who could both act and sing.

The series has sold over four million copies as of 2010, and garnered both critical and popular acclaim. The original Sega console games have been voted among the most popular for the Saturn and Dreamcast. The Sakura Wars franchise includes numerous anime productions, manga, and other media projects such as stage shows. With the exception of Sakura Wars: So Long, My Love and Project Sakura Wars, the video game series has not been released in English. Several of the anime series have been localized for English territories.

Sakura Taisen: Atsuki Chishio Ni

8.3



Developer	Sega
Publisher	Sega
Release date	(jp) February 27, 2003
Genre	Visual novel, Turn-based strategy
Mode	1 Player

Atsuki Chishio Ni is a remake of the first Sakura Taisen originally released for the Sega Saturn. Developed by Sega studio Overworks, the remake was directed by Takaharu Terada, who had been battle planner for later Sakura Wars titles. The remake originated as part of Sega's efforts to reintroduce the wider world to the Sakura Wars series. As the versions of Sakura Wars up to this point seemed old and awkward compared to its sequels, it was decided to remake Sakura Wars. New CGI segments were created, and the anime sequences redone by studio Production I.G.

The number of graphics and artwork pieces were increased greatly, more recent and new LIPS functions were incorporated, and the ARMS (Active & Realtime Machine System) battle system introduced in later Sakura Wars titles was incorporated with new improvements including special attacks with accompanying short movies. Two additional story episodes were added. One expanded the story of one of the supporting characters, while the other connected to the next entry in the Sakura Wars series. New voice acting was recorded for the characters, with the original actresses returning; these included Tomizawa, who had previously announced her retirement from the role in the early 2000s. Terada positively noted the increased quality of voice recording compared to both the original version and the later Dreamcast titles. The music was redone by Tanaka, mainly at the insistence of the original voice cast.

Sakura Wars: In Hot Blood was released on February 22, 2003. First print editions came with a special DVD which included a documentary detailing the development process of the Sakura Wars series to that point.

Set in a fictionalized version of the Taishō period, the game follows the exploits of the Imperial Assault Force, a military unit dedicated to fighting supernatural threats against Tokyo while maintaining their cover as a theater troop.

Premium Edition

First Print Limited Edition

J

8.4

Sega the Best

First Print Limited Edition

J

Sakura Taisen 3 ~Paris wa Moeteiru ka~

Developer	Sega
Publisher	Sega
Release date	(jp) February 24, 2005
Genre	Visual novel, Turn-based strategy
Mode	1 Player

Sakura Wars 3: Is Paris Burning? was originally developed by Red Company and Overworks and published by Sega for the Dreamcast. The sixth installment in the Sakura Wars series and the third game in the main franchise, it was first released in March 2001. Defined by its publisher as a "dramatic adventure" game, Is Paris Burning? combines overlapping tactical role-playing, dating sim and visual novel gameplay elements.

Taking place after the events of Sakura Wars 2: Thou Shalt Not Die, Sakura Wars 3 follows protagonist Ichiro Ogami join the newly formed Paris Assault Force and train the "Paris Division", an all-female unit dedicated to fighting supernatural threats against the city while working as a cabaret act. Alongside Ogami's training, the Paris Division must prevent Salu and the Paris Phantoms, the game's main antagonists, from threatening Paris.

Dubbed a "dramatic adventure" game and taking place across 11 episodes, the gameplay segments incorporate tactical role-playing, dating sim and visual novel elements. Gameplay is divided between adventure segments where Ogami explores Montmartre, and combat sequences governed by a turn-based battle system across a 3D area allowing full range of movement.

During the adventure segments, Ogami navigates Montmartre and the Paris Division's base at the club Le Chatte Noir starting from his apartment. During these sequences, when talking with both members of the Paris Division and supporting characters within the Paris Assault Force, conversations rely on the LIPS (Live & Interactive Picture System) system. When faced with critical choices in the course of a conversation, dialogue options are displayed with a time limit for the player to select a response. Depending on the type of response, the character may react positively or negatively, impacting their relationship and future interactions with Ogami. Other actions within LIPS include holding the cursor over parts of a character's portrait to trigger internal monologues and varying responses from the characters. The version used in Is Paris Burning? is dubbed "Analog LIPS"; certain choices allow for use of the analog stick to adjust the intensity of a single answer, which can in turn elicit further variation from characters. An additional "dinner mode" has Ogami taking dinner with the other protagonists, with whom Ogami initiates a conversation with and how that conversation develops affecting later interactions. A version of this mode, dubbed "Elegant Day in Paris", is dedicated solely to navigation and LIPS-based interactions.

During combat segments, the Paris Division fights monsters in the streets of Paris using machines called Koubu. Battles take place within 3D arenas, where each unit has a full range of movement, with their distance limited by an Action Point meter: the battle system is dubbed "ARMS" (Active & Realtime Machine System). Each unit has their own turn, with each turn allowing two actions. These actions include "Attack",

"Defend", "Move", "Deathblow" (a critical strike that kills an enemy in one hit), Charge (store energy for a more powerful action during the next turn), and Heal (which restores health points to a chosen unit). Different units specialize in different skills, such as support actions, melee attacks, or distance attacks—along with their range of movement, each unit also has an independent range in which they can perform actions. Actions taken during LIPS sequences with members of the Flower Division directly impact battles; skillful performances during LIPS segments raises a character's Motivation, granting status increases and improving combat ability. LIPS interactions can also unlock Combination and Coalesce attacks, where two characters perform a joint attack to deal high damage to a single enemy.

Minigames can be played during adventure segments, with each minigame being themed around one of the main characters; these include a top-down arcade-style shooter, a chess-style tactical game, score-based games where Ogami must hit targets, and a simulation where Ogami and another character pick locks within a time limit. A dedicated casino allows Ogami to play poker, blackjack, and on a slot machine. When in his apartment, Ogami can access a device called the Kimenotron, allowing audio communication with characters from earlier Sakura Wars games. A portable version of this called the Mobile Kimenotron is also available for players who connected the Dreamcast console's Visual Memory Unit, which relays text messages at random intervals.

Concept work for Is Paris Burning? began during the development of Sakura Wars 2: Thou Shalt Not Die, with the ending of the second game leading directly into the events of Is Paris Burning?. Series creator Oji Hiroi returned as general producer, along with director Akira Nishino and series writer Satoru Akahori; Akahori wrote the scenario together with Hiroyuki Kawasaki.

While the previous two titles had been developed for the Sega Saturn, the console was soon to be replaced by its successor the Dreamcast. Due to the game being for a new platform, the engine and systems were rebuilt from scratch to take advantage of all the Dreamcast's planned systems. The more comprehensive "Analog LIPS" system was born from the team's wish to add variety to Ogami's individual responses. The Kinematron communication device—first introduced in Thou Shalt Not Die—was redesigned to take advantage of the Dreamcast controller, in addition to playing a larger role in the story and potential romances by keeping Ogami in contact with the Flower Division in Tokyo. The team also aimed to reduce loading times between the adventure gameplay segments; the revamped system was dubbed "Seamless ADV".

The PS2 port is mostly identical to the Dreamcast original, but gameplay was adjusted to fit the console's Dualshock controller, Dreamcast-exclusive functions were reworked for the PlayStation 2 hardware, and all fifteen audio dramas were included behind a password system. As with most of the Sakura Wars series, the game never saw a release in Western territories. Wider localization efforts were prevented due to Sega's uncertainty as to whether the game's blend of genres would find a profitable audience outside Japan.

Paris Burning? sold over 304,000 units in Japan as of 2004, becoming the seventh best-selling Dreamcast title of all time in the region. The PS2 port sold over 51,500 units during 2005. As of 2008, Is Paris Burning? was ranked as the third best-selling title in the Sakura Wars series.

8.1

Sakura Taisen Monogatari: Mysterious Paris

J

Developer	Sega
Publisher	Sega
Release date	(jp) March 18, 2004
Genre	Visual novel
Mode	1 Player

Sakura Taisen Monogatari: Mysterious Paris takes place in Paris of the 1920's, sharing the story arc and featuring characters from Sakura Taisen 3.

In this game, the player takes control over Kojirou Akechi, a detective from Japan. His sister Miki is a dancer at Paris Kagekidan, the same organization featured in Sakura Taisen 3. Kojirou comes from Japan to Paris to see Miki performing as a front-row dancer for the first time at "Les Chattes Noires". However, upon arriving he finds out Miki's roommate Elza has disappeared. Kojirou will have to solve the mystery, that will lead him to secret dark societies that are flourishing in Paris.

Unlike the previous Sakura Taisen games, Mysterious Paris is a pure Japanese-style adventure, without any battles. The game progresses as a detective investigation, which involves talking to suspects, gathering clues, etc. In the end the player receives a title, depending on his/her PI skills. Interaction with the characters is performed using the same time-limit system as the previous two games: the player has to choose a response quickly, since silence is also considered response.

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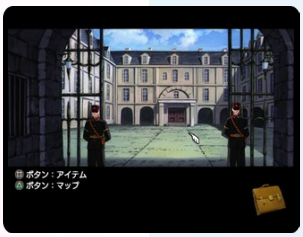


Sakura Wars: So Long, My Love

8.1

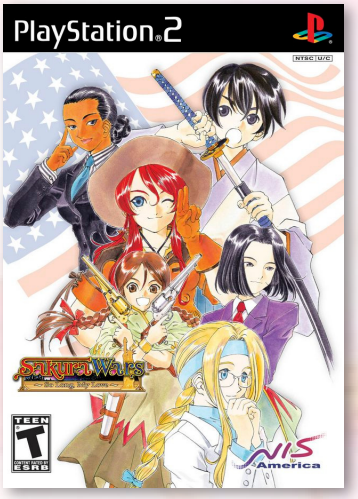
Developer	RED Entertainment
Publisher	Sega, (us) NIS America
Release date	(jp) July 7, 2005
Genre	Visual novel, Turn-based strategy
Mode	1 Player

Sakura Wars: So Long, My Love was developed by Sega and Red Entertainment for the PlayStation 2, with a later port for the Wii developed by Idea Factory. The eleventh installment in the Sakura Wars series and the fifth in the main franchise, it was released in 2005 in Japan, and later localized NIS America and released overseas in 2010 for both the PlayStation 2 and Wii, becoming the first Sakura Wars game released in English.

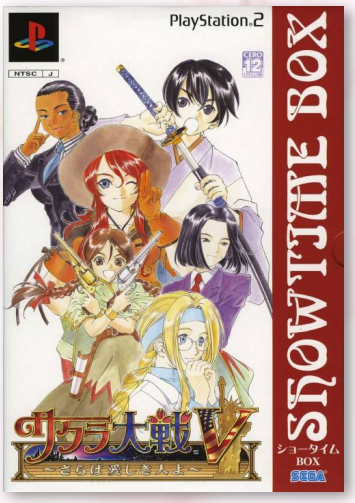
Set in a fictionalized version of the late 1920s, the game follows Japanese naval ensign Shinjiro Taiga, who is dispatched to New York City to train with the New York Combat Revue, a troop of magically-imbued women who defend the city from supernatural threats while also working as a theater company. Shinjiro must prove himself worthy to lead the Combat Revue as they try to stop Oda Nobunaga from world domination. The narrative is divided between the Combat Revue's fight against demonic forces and each member's personal struggles.

So Long, My Love is a video game in which the player controls Shinjiro Taiga and the all-female New York Combat Revue, who must stop the main antagonist Oda Nobunaga from world domination. Dubbed a "dramatic adventure" game and taking place across eight chapters, the gameplay segments incorporate tactical role-playing, dating sim and visual novel elements. Gameplay is divided between adventure segments where Shinjiro explores a 3D-rendered version of New York—including the interior of the Little Lips Theater—, and combat sequences governed by a turn-based battle system across a 3D area allowing full range of movement.

During adventure segments, Shinjiro can both navigate New York on his own and bring along a member of the New York Combat Revue. During these sequences, when talking with both the main heroines and supporting characters, conversations rely on the LIPS (Live & Interactive Picture System) system. When faced with critical choices in the course of a conversation, up to three dialogue options are displayed with a time limit for the player to select a response.



(jp) Showtime Box



J N

Depending on the type of response, the character may respond positively or negatively, impacting the relationship and future interactions. An additional "Analog LIPS" option has a single response with analogue input which changes the intensity of Shinjiro's voice, which further affects characters' reactions. Other actions within LIPS include holding the cursor over parts of a character's portrait to trigger internal monologues and varying responses from the characters, and quick time events relying on moving the control sticks and button inputs. If Shinjiro has a strong-enough bond with one of the heroines, he can initiate a romance, unlocking a character-specific ending once the main story is finished. When exploring New York, Shinjiro can access a device called the Cameratron, a device which can both be used as a communication device with members of the Little Lips Theater and take photographs around the city.

During the combat sequences, the player controls the New York Combat Revue as they battle demonic forces using machines dubbed Super Telekinetic Assault Robots (STARs). The game utilizes the same gameplay system as in the previous installments of the series where it take place within 3D arenas, where each unit has a full range of movement, with their distance limited by an Action Point meter. LIPS interactions in between combat segments raised each heroine's statistics, allowing a greater range of movement, and unlocking more powerful abilities and combination attacks. Should a character fall in battle, the relationship will suffer, weakening their future combat ability. In addition to ground-based battles, STAR units can convert into a flying form, enabling mid-air battles using identical mechanics to the ground battles.

So Long, My Love was co-developed by Red Entertainment and the GE2 R&D division of Sega. General producer Oji Hiroi, scenario writer Satoru Akahori and composer Kohei Tanaka reprised their roles from the previous games. The game was directed by Takehiko Akaba and produced by Masakatsu Watanabe.

The setting of New York was originally planned for the series' second Dreamcast entry as part of a plan to continue original protagonist Ichiro Ogami's worldwide travels. When Sega announced that the Dreamcast would cease production, the development team decided to turn the game into a celebratory title for series fans and a finale for the series on Sega consoles. This concept became Sakura Wars 4: Fall in Love, Maidens, with the New York setting being moved to the next entry for the PlayStation 2. Based on both staff wishes and feedback from Sakura Wars 3: Is Paris Burning?, the team expanded the adventure and combat segments with additional functions. The adventure portions were improved, with the ability to visit famous landmarks across Manhattan Island being included based on feedback about the inability to visit locations such as the Eiffel Tower and Arc de Triomphe in Sakura Wars 3. Aerial battles were implemented into the ARMS segments inspired by the wing and feather motifs included on machines from earlier entries, in addition to getting an aerial view of New York's sly line.

New York was chosen by Hiroi as a natural progression after moving from Tokyo to Paris for the story of Sakura Wars 3, the development of which informed Hiroi about the direction he wanted to take future entries. The portrayal of New York as a vibrant land of opportunity was linked to the common phrase "I Love New York". As with other entries, the New York Combat Revue was created by Hiroi as a fantastical defence against the ingrained darkness that exists within major cities. According to Akahori, while the game only spanned eight episodes compared to the ten-to-eleven of previous entries, it had far more story content

than the previous full-scale entry Sakura Wars 3. The scenario originally spanned eleven episodes, with the additional content featuring Tutankhamun as a villain and using a storyline involving Cleopatra. Due to what were described as "unavoidable circumstances", these episodes were cut from the game, reducing the scenario to its current length. The subtitle was taken from Farewell, My Lovely, a crime novel by American writer Raymond Chandler.

Before So Long, My Love, Hiroi had wanted to bring the series overseas. Despite this, the series was kept exclusive to Japan due to Sega's uncertainty about whether the game's blend of genres would find a profitable audience in the West. Sega had attempted its own localization efforts, but was stopped during the concept approval process for unknown reasons. A separate attempt to localize the PlayStation Portable port of the first two Sakura Wars games also failed as Sony did not give its approval to the project. When So Long, My Love was first announced in 2002, Hiroi stated that it, along with other Sakura Wars games surrounding it, were planned from the outset for release in the West. A localization was confirmed in 2008 by NIS America during an interview, although they did not specify what company was handling it. It was noted that at the time the Western market was more open to games such as Sakura Wars following the success of Ar Tonelico: Melody of Elemia and Persona 4.

The localization was a collaboration between Red Entertainment, NIS America and Idea Factory. Red Entertainment and Idea Factory had a long-standing positive working relationship, so when Idea Factory revealed NIS America's wish to publish Sakura Wars overseas, Red Entertainment decided on the collaboration. So Long, My Love was the first Sakura Wars game to be officially translated into English. The choice of the fifth entry in the series was due to being the most recent and featuring a new cast, making it an easy entry point for series newcomers. Describing the difficulty with licensing the series for Western release, NIS America said Sony classified Sakura Wars as a text novel rather than a game, making importing and licensing difficult after Sony initially turned it down.

During its first week on sale in Japan, So Long, My Love topped gaming charts with sales of 112,000 units. By the end of 2005, the game was among the top 100 best-selling games of that year, with sales of approximately 144,600 units. Despite these sales figures, as of 2008 the game is the worst-selling main entry in the Sakura Wars series in Japan. While no exact sales figures were released, So Long, My Love was listed by NIS America as one of their titles that sold over 9,999 copies during 2010. NIS America later stated that the game's sales had fallen below expectations in the West.

In their review of the game, Japanese magazine Famitsu gave praise to multiple aspects of the game, including its CGI and anime sequences, adventure segments, combat systems, and character portrayals. Andrew Fitch, writing for 1UP.com, compared the narrative to Urusei Yatsura and Tenchi Muyo! for its light tone and reliance on anime stereotypes, while praising its combat segments and LIPS gameplay, saying it was worth playing despite the age of its gameplay systems. GameSpot's Shiva Stella was positive about the story and characters, anime sequences and relationship mechanics. Her criticism focused on the 3D environments, lack of exploration, and poor implementation of both minigames and combat mechanics.

7.8

Sakura Taisen V Episode 0: Kouya no Samurai Musume

Sega the Best 2800

Asian Release

J

Developer	Sega
Publisher	Sega
Release date	(jp) February 24, 2005
Genre	Visual novel, Turn-based strategy
Mode	1 Player

Arano Samurai Musume is a side-story in the Sakura Taisen series, and an introduction chapter to Sakura Wars: So Long, My Love. It features different setting, characters, and gameplay style compared to the first four Sakura Taisen titles.

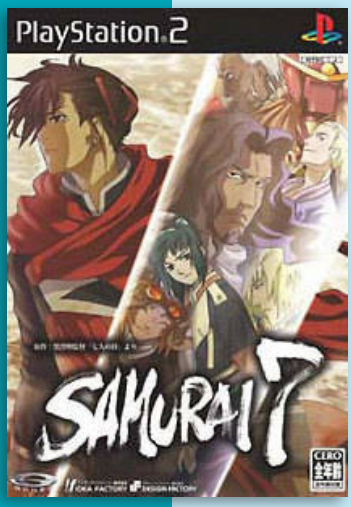
The story is set in America, and focuses on one of the new cast members of the upcoming fifth installment, a young Japanese-American girl named Gemini Sunrise. She has spent her childhood in Texas, but is now sent to New York. The Samurai Cowgirl boards her trusty friend, the horse Rodeo, and heads for the “Big Apple”, to meet many new characters and to experience many adventures.

The game is a radical departure from Sakura Taisen style, gameplay-wise. This is primarily an action game, where Gemini fights her enemies in real-time, on a horseback, in what is called “Action Rodeo Combat”. The dialogues are still built according to the classical Sakura Taisen model, featuring multiple choices by dialogues which lead to different relationships between characters.

“mobygames.com”

Samurai 7

5.2



Developer	Design Factory
Publisher	Idea Factory
Release date	(jp) May 25, 2006
Genre	Visual novel
Mode	1 Player

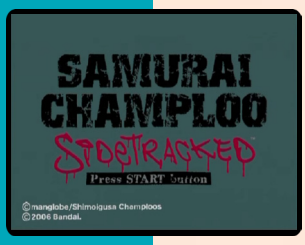
Samurai 7 is a visual novel based on an anime of the same name. The game follows the protagonist, Ibuki, from the Kanna village, who along with several samurai. The game feature several different endings depending on the path players choose to follow.

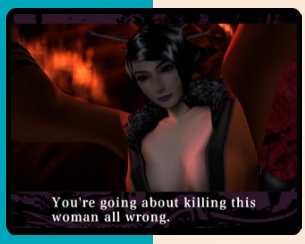
The story of the game is based on the first 16 episodes from the anime.

J

Samurai Champloo: Sidetracked

6.6





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Developer	Grasshopper Manufacture
Publisher	Bandai, (us) Namco Bandai Games
Release date	(jp) February 23, 2006
Genre	Beat-'em-up
Mode	1-2 Players

Samurai Champloo: Sidetracked is based on the anime of the same name, with the characters from the show, Mugen, Jin, and Fuu, along with an unlockable character created exclusively for the game. The main story is the same, the player must embark on a journey in the northern land of Enzo, now present day Hokkaido, in search of a samurai master, but must face perilous foes such as masked assassins, mercenaries, mythic beasts and even gangster monkeys. There is also different endings for each character of the game.

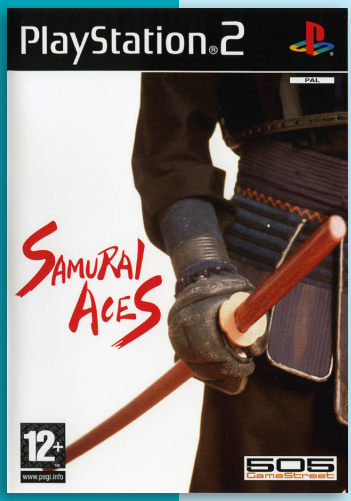
The game has a hip hop feel to it, with the combat engine being connected with the music of the game, choosing different hip hop grooves that will determine the combo that will be used. To use these grooves, players must visit a town's shop, buying records to be taken into battle. Each track contains a certain combination of buttons to be pressed in order to use them, with each record having a unique attack. American voice actors for the dubbed version of the anime show in the states also reprises their voice roles for the game.

The game received "average" reviews according to Metacritic. In Japan, Famitsu gave it a score of 31 out of 40.

"mobygames.com"

Samurai Aces

7.6

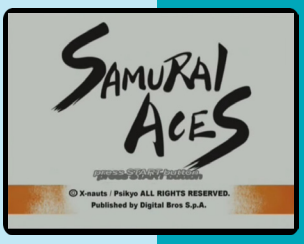


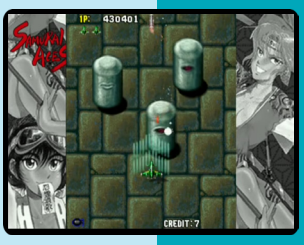
Developer	Psikyo
Publisher	505 Game Street
Release date	(eu) February 3, 2006
Genre	Shooter
Mode	1-2 Players

Sengoku Ace (fully titled Sengoku Ace: Tengai Episode I) and also known as Samurai Aces in the English version, is a vertically-scrolling shoot 'em up video game originally released in the arcades by Psikyo in 1993. The first game by Psikyo, Sengoku Ace was designed by Shin Nakamura, the creator of Aero Fighters (Sonic Wings) and the company's founder.

The science fantasy story of Sengoku Ace resolves around the six Feudal Japan (Sengoku period) characters sent on a mission to stop an evil cult and rescue the Shogun's kidnapped daughter, princess Tsukihime (Moon Princess), before she can be used as a sacrifice to resurrect their demon god. The game features 21 endings, different for various characters and two-player pairings.

The PlayStation 2 port was also released as part of the Psikyo Shooting Collection Vol. 2: Sengoku Ace & Sengoku Blade by Taito and 505 Games. This released was re-released one year later in Japan as a budget-range title.





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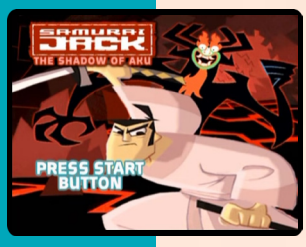
Samurai Jack: The Shadow of Aku

5.9



N P

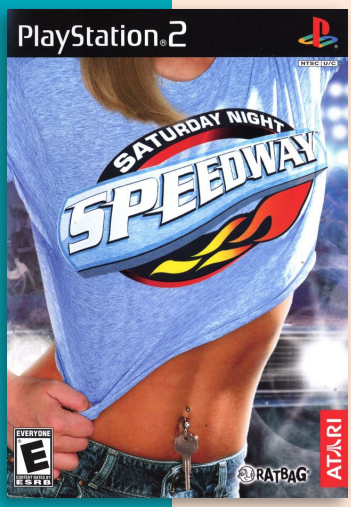
Developer	Adrenium
Publisher	Sega
Release date	(us) March 24, 2004
Genre	Action-adventure
Mode	1 Player

Samurai Jack: The Shadow of Aku is based on the Samurai Jack TV series. The game allows the player to go through various episodes in the game and end in a final battle with Aku. Other bosses include Mad Jack, and The Scotsman.

The game features an original story interconnected throughout 24 levels in 4 worlds. Jack's move set contains 25 moves and combo attacks, and his weapons include four elemental swords, shurikens, and a bow and arrow. The player can also fill Jack's "Zen meter", which allows him to enter a special slow-motion attack mode, among other things.

"samuraijack.fandom.com"

Saturday Night Speedway



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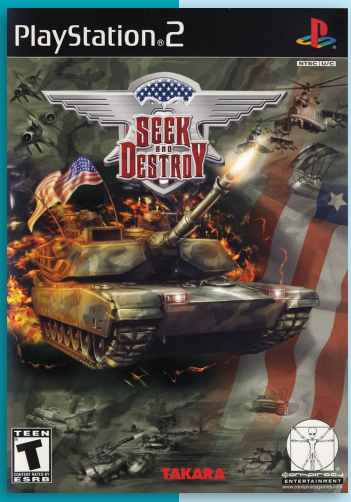
Developer	Ratbag
Publisher	Atari, (eu) Play It!
Release date	(us) March 11, 2004
Genre	Racing
Mode	1-2 Players

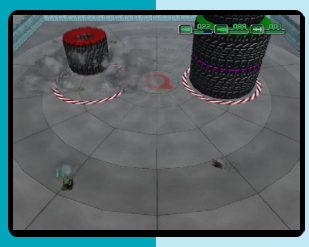
Saturday Night Speedway is a dirt track racing simulation where players race in Pro Stock, Midget and Late Model cars. There are thirteen real world tracks which are oval dirt tracks and six fantasy tracks. The race formats consist of Practice, Qualifying, Heats 1 & 2, B Main and A Main.

The Arcade mode features Single Race where players compete in a single event in a chosen car and track. In the Championship mode players compete in thirteen events, and Time Trial where they race alone to try to beat your lap records. Career Mode includes car repairs, car upgrades, sponsorship earnings, race earnings and more.

"mobygames.com"

Seek and Destroy





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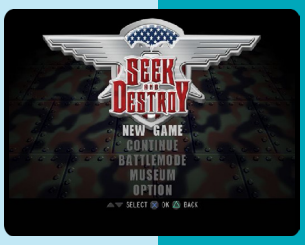


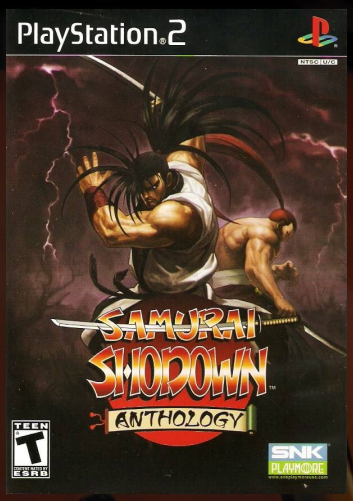
Developer	Barnhouse Effect
Publisher	Takara, Atlus (jp), (us) Conspiracy Entertainment, (eu) Play It!, System 3
Release date	(jp) June 27, 2002
Genre	Action
Mode	1-2 Players

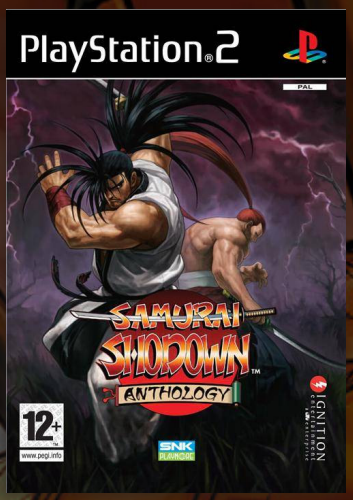
Seek and Destroy, known in Japan as Shin Combat Choro Q, is an action game for the PS2. Players take control a tank of the Proton Kingdom fighting against the Q-stein invaders. Players have to go from one enemy stronghold or conquered city to another, destroying the enemies inside. The further into the game they get, the more types of tanks they can select. There are 15 types overall. Also, as players advance, they can customize their tank with stronger weapons like nuclear missiles and flight ability. There are 100 customizations in total.

When in a town, players can enter the arena to battle other tanks for money (to earn upgrades) and new tanks. There is also the match battle. This can be played against another player or a computer opponent. Another mode is destruction where players keep fighting tank after tank and see how many they can destroy before they are taken out.

"mobygames.com"

7.3





Samurai Shodown Anthology

Developer	SNK Playmore
Publisher	SNK Playmore, (eu) Ignition Entertainment
Release date	(jp) July 24, 2008
Genre	Compilation, Fighting
Mode	1-2 Players

Samurai Shodown Anthology bundles together six games in SNK's long-running Samurai Shodown franchise:

- Samurai Shodown
- Samurai Shodown II
- Samurai Shodown III: Blades of Blood
- Samurai Shodown IV: Amakusa's Revenge
- Samurai Shodown V
- Samurai Spirits Tenkaichi Kenkakuden (a.k.a. Samurai Shodown VI)

The first five games have color editing options for every character, as well as the option to play with the original music tracks, or an arranged soundtrack. And unlike its original standalone release, Samurai Spirits Tenkaichi Kenkakuden has all bonus content - including hidden characters, endings and character portraits - unlocked from the start.

Samurai Shodown (Samurai Spirits in Japan) is a fighting game series by SNK. In Japan, the name of the series is officially in katakana, but is often written in kanji (侍魂, samurai tamashii), with the second character pronounced supirittsu, "spirits", to better reflect the game's setting.

The stories in the series take place in 18th-century Japan, during the Sakoku or seclusion period of Japan (the first four games run across 1788 and 1789) with great artistic license so that foreign-born characters (including some from places that did not exist as such in 1788) and fictional monsters can also be part of the story. The plot of each game is quite different, but they circle a central group of characters and a region in Japan.

Samurai Shodown consequently portrays snippets of the Japanese culture and language internationally with little edits. For instance, unlike most fighting games made in Japan, the characters in the series (including the announcer) generally speak only in Japanese, with dialects ranging from archaic formalities and theatricalism to modern-day slang, something that has been preserved for overseas releases. Win quotes and other cut scenes provide subtitles in several languages, including but not limited to English, Portuguese, and German. Much of the music includes traditional Japanese instruments (predominately the shakuhachi, shamisen, koto and taiko) and later enka. Several characters are loosely based on real figures from Japanese history.

Samurai Shodown

Samurai Shodown was originally developed and published by SNK for their Neo Geo arcade and home platform. Released in 1993, it is the first installment in the Samurai Shodown series. In contrast to other fighting games at the time, which were set in modern times and focused primarily on hand-to-hand combat, Samurai Shodown is set in feudal-era Japan (similar to Kaneko's Shogun Warriors) and was one of the first fighting games to focus primarily on weapon-based combat after the success of Capcom's Street Fighter II.

Samurai Shodown II

Samurai Shodown II known as Samurai Spirits: Zankuro Musouken in Japan and Fighters Swords in Korea, was originally re-

leased for the Neo Geo arcades and home consoles in 1994.

Following up on the extremely enthusiastictic fan reception of the first Samurai Shodown game, SNK rebuilt the sequel from the ground up, including almost all of its predecessor's cast, adding several new characters, and refining the overall gameplay with more responsive control, more moves, and a substantial number of Easter eggs.

Samurai Shodown III: Blades of Blood

Samurai Shodown III: Blades of Blood was released in the arcades on November 15, 1995. It is the third game in SNK's Samurai Shodown series of fighting games. While it is the third game in the main series, it is the first part of a two-chapter story that is chronologically set between the events of Samurai Shodown and Samurai Shodown II.

The game has a darker aesthetic compared to its predecessors. All characters consequently underwent a visual makeover to match this new tone. The humor that characterized the series made way for a more somber and gritty feel. Along with the aesthetic overhaul came significant changes in the gameplay with introduction of two selectable versions of each character: "Slash" (chivalry) and "Bust" (treachery). Each version comes with its own moves and fighting styles; Slash is closer to the first two games, while Bust is a more aggressive style that introduces new moves.

Controls were also updated; a new layout dedicates three of four buttons to weapon attacks and one for kicking attacks, as opposed to two buttons for weapons and kicks each. Tactical changes include priority for special moves as well as replacing the free movement system with a more restrained parry system.

Samurai Shodown IV: Amakusa's Revenge

Samurai Shodown IV: Amakusa's Revenge, also known as Samurai Spirits: Amakusa's Descent (サムライスピリッツ天草降臨 Samurai Supirittsu Amakusa Kōrin, TenSamu in short) in Japan, is the fourth in SNK's flagship Samurai Shodown series of fighting games. Chronologically, it is the second and final chapter of a story between Samurai Shodown and Samurai Shodown II, with Samurai Shodown III being the first chapter.

Among other series changes, aerial blocking was removed entirely, as well as the switch-around move (which enabled a player to shift quickly behind the other's back), and the dodges (evade, side-step).

One can also no longer charge one's own "pow" gauge. The off-screen delivery man was omitted entirely from the game. The "CD combo" was added, wherein a player can press two buttons together, triggering a strike that can be followed up by a sequence of button taps.

SNK also added a "suicide" move, wherein one's character forfeits the round. The bonus to this is that the one committing suicide will start the next round with a full "POW" gauge. Certain finishes also enable a "fatality" move in the vein of Mortal Kombat.

Some of the older characters were restored, such as Charlotte, Tam Tam and Jubei Yagyu. The entire cast of the previous game also returns, though some have been retouched to further enhance the cartoonish look.

Joining the cast are the two ninja brothers: Kazuki Kazama, specializing in fire jutsu, and Sogetsu Kazama, older brother to Kazuki and Hazuki who uses water jutsu.

Cham Cham from Samurai Shodown II also makes a playable appearance, exclusively for the PlayStation port of the game.

6.4

Samurai Shodown V

Developer	SNK Playmore
Publisher	SNK Playmore, (eu) Ignition Entertainment
Release date	(jp) July 29, 2004
Genre	Fighting
Mode	1-2 Players

J P

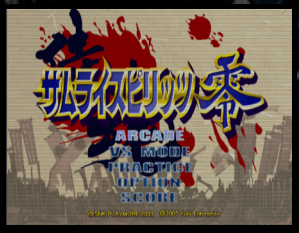
Samurai Shodown V, known as Samurai Spirits Zero (サムライスピリッツ零 Samurai Supirittsu Zero) in Japan, is the eighth game in SNK's Samurai Shodown/Samurai Spirits series of fighting games. It was one of the last games to be released on the Neo Geo. The original Japanese version of the game has a great deal of dialogue in single-player mode; these scenes are left out of the English version.

In the game's time frame, this is the earliest game, hence the Japanese title Samurai Spirits Zero. It takes place in 1786 from January through the later summer. The game is therefore considered a prequel to the series.

The overall gameplay was slightly altered. It is a little faster, and the Slash/Bust system has been removed. Each character now has only one version, or the Bust mode is simply replaced by a new character of very similar setup. Combo slashes, sidestepping and fatalities have also vanished. The basic moves have been modeled after the first games in the series. They consist of three types of slashes, a single kick, and various dodge maneuvers similar to Samurai Shodown II.

There are 24 characters, a familiar cast with some new faces. Unlike the previous games, it is not possible to kill your opponent.

The game had mediocre reception. GameSpot said *"This 2D fighting game is a real blast from the past, but its big cast of fairly interesting characters and its online play can make it worthwhile for NeoGeo fans."* IGN said *"It's got lots of moves, a deep fighting system, and the online play is a big plus, but it really isn't that enjoyable in the end."* Gamespy summarised it as *"A competent port of an iffy game in a good series"*, while EGM said *"this classic weapons-based fighting series has lost much of its soul. While the original cast moves as fluidly as ever, the newer faces are the epitome of mediocre design and animation"*. The Official Xbox Magazine said it was *"an obsolete relic"*.



Samurai Spirits: Tenkaichi Kenkakuden

Developer	SNK Playmore
Publisher	SNK Playmore, (eu) Sammy Studios
Release date	(jp) January 26, 2006
Genre	Fighting
Mode	1-2 Players

Samurai Shodown VI, known as Samurai Spirits: Tale of the World's Greatest Swordsman (サムライスピリッツ 天下一剣客伝 Samurai Supirittsu Tenkaichi Kenkakuden) in Japan, is the tenth iteration in the Samurai Shodown series.

The story is parallel to Samurai Shodown V; Yoshitora decides to find out who the strongest fighter in the world is, so a tournament is then organized with this purpose.

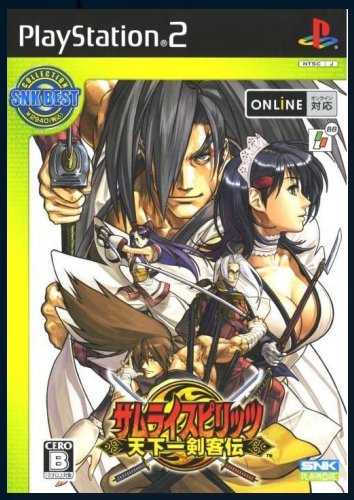
The game features new backgrounds with 2D and 3D elements, as well as a returning cast of all 28 characters from Samurai Shodown V Special, 2 sub-bosses from Samurai Shodown V, as well as all 7 characters from Samurai Shodown and Samurai Shodown II that didn't appear in later games, and 4 new characters. It also features a "spirit select" system, which allows players to choose between six different fighting styles based on all previous installments.

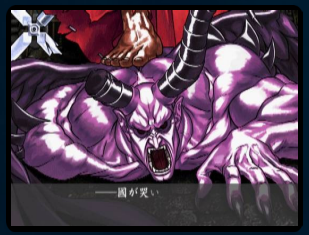
Despite normal Samurai Shodown releases and distribution outside Japan, the game has been released outside of the country on the Atomiswave system sponsored in the United States by Sega. The game was released for the PlayStation 2 in Japan. The American and European home versions was also released on the PS2, PSP and Wii as part of the compilation Samurai Shodown Anthology. The PS2 release added even more playable characters, and three more spirit select systems to go along with them. With the PS2 release, virtually every character to have ever appeared in the Neo Geo games including the referee, Kuroko, and the animal characters, are all playable. The Samurai Shodown Anthology version is similar to the PS2 version except that everything is unlocked at the start.

In 2014 the game was released as a PS2 Classic for the PlayStation 3 through the PlayStation Network, although only on the Japanese Store. In 2016 the game was released for the PlayStation 4 on North America through the PlayStation Network, with enhanced features such as trophy support and uprendered resolution.

7.8

SNK Best Collection





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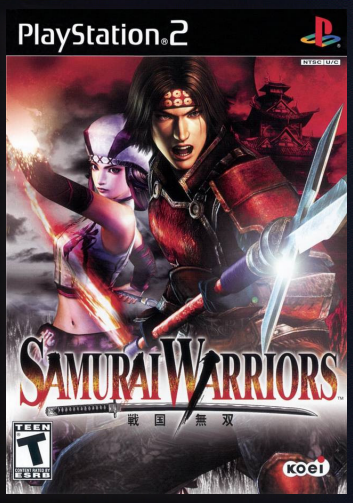

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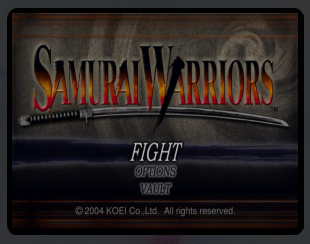
Samurai Warriors



Developer	Omega Force
Publisher	Koei, (eu) Electronic Arts
Release date	(jp) February 11, 2004
Genre	Hack and Slash
Mode	1-2 Players

Samurai Warriors (Sengoku Musō, in Japan.) is the first title in the series of hack and slash video games created by Koei's Omega Force team based closely around the Sengoku ("Warring States") period of Japanese history and it is a sister series of the Dynasty Warriors series, released for the PlayStation 2 and Xbox in 2004. A port of this game called Samurai Warriors: State of War has been released for the PlayStation Portable, which includes additional multiplayer features.

In Samurai Warriors, the player takes the role of a single officer in battle and must fend off hordes of enemy soldiers and defeat the enemy commander. The player has at their disposal a range of combo attacks and crowd-clearing special moves known as Musou attacks. The variety of attacks available increase as the player's character gains levels and new weapons.

Musou attacks can only be performed when the character's Musou gauge is full. The Musou gauge increases when the character inflicts and receives damage. Additionally, if the character is low on health or possess a special skill, they can use their True Musou attack, a more powerful version of the regular Musou attack.

Each character can equip up to five items before each battle, which will affect their attributes or give them additional abilities. Players can find items which affect their attributes through normal battle by defeating enemy officers or breaking open crates. The items which give characters special abilities are obtained by meeting conditions in specific battles.

Like items, weapons can also be found in battle. Each character has four different types of weapons they can find. In addition to their base attributes, weapons will randomly have additional attributes attached to them. The value of these bonuses depends on three things: the difficulty level, the stage the player is on and the ranks the character has in the 'Discern' skill. In addition to the random weapon drops, each character has a unique fifth weapon. Unlike the other weapons, the fifth weapons have set bonuses and attributes. Fifth weapons are obtained by meeting conditions in specific battles on either the Hard or Chaos difficulty level.

Samurai Warriors contains a number of changes to Dynasty Warriors' combat system, most notably the ability to perform free-style combo attacks during Musou attack mode, during which the game enters bullet-time; common soldiers move very slowly, however officers are unaffected. Other changes include the ability to perform a roll to dodge attacks, and deflect incoming arrows with their weapon.

The game features a total of 15 characters based on historical figures during the Warring States period of Japan, including daimyō Kenshin Uesugi, Shingen Takeda, and Nobunaga Oda as well as other notable samurai such as Yukimura Sanada and Ranmaru Mori. In addition to the figures who were noted to had fought during the period, the

game also made playable a handful of female characters that did not fight in any battles, such as Oichi and Noh. Only five characters are available from the start; others can be unlocked by fulfilling specific requirements such as clearing other character's story modes.

The PS2 release of Samurai Warriors sold a million copies within a month in Japan and reached the Japanese platinum chart with a total of 1.06 million. It was awarded an award of excellence in CESA's 2004 Game Awards and a 34 out of 40 rating from Famitsu.

The game was met with mixed reviews from Western critics. Most reviewers criticized the game's visual and technical similarities to the Dynasty Warriors series as the cause. What earned the most praise was the RPG element added into the game as it deviates from its spiritual predecessor by adding a higher replay value for gamers. The Create a Character mode was received with mixed results. Gameplanet commented that it is *"well implemented"*, allowing players to accurately play a character made for them while Game Spot regarded the option as *"a nice touch"* but *"rather tiresome"* in the end. The innovations made were still met with criticism for the genre as a whole, with Eurogamer stating, *"we're seriously on the verge of being all warrioried out."*

Samurai Warriors: Xtreme Legends

7.2

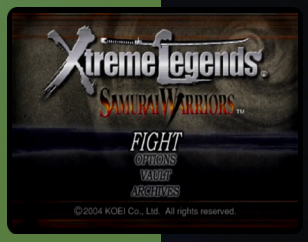
Developer	Omega Force
Publisher	Koei
Release date	(jp) September 16, 2004
Genre	Hack and Slash
Mode	1-2 Players

(jp) Treasure Box

Samurai Warriors: Xtreme Legends is a PlayStation 2 expansion disc for Samurai Warriors. Just like the Dynasty Warriors series, the aim of these expansions is solely to add more content to the game. Players can use the "Import" feature (through switching discs with the original game) to use all features of the original game. Without the original game disc, the player will only have access to the Xtreme Legends content.

This offers two new characters, two unplayable characters was made playable rather than cut-scenes and a brand new mission and map. This also offers new weapons, items, skills, three new versus modes, a new survival mode, and fixes several problems. A new difficulty level, Novice is also added which is easier than Easy and targeted for beginners.

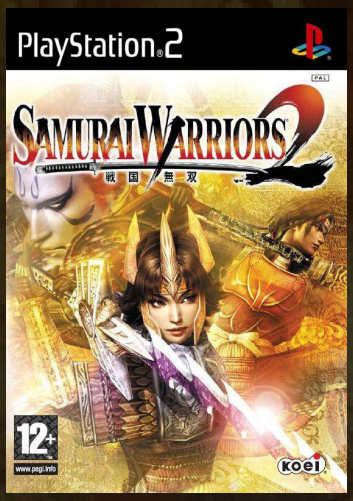
Exclusive to Samurai Warriors: Xtreme Legends, through the completion of special tasks, the player can earn Bonus Points in order to purchase special features.



J N P

5.8

Samurai Warriors 2



JNP

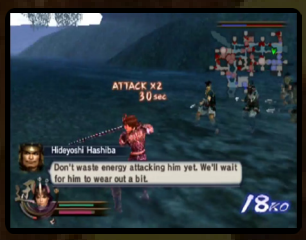
Developer	Omega Force
Publisher	Koei, (eu) Koei Tecmo Games
Release date	(jp) February 24, 2006
Genre	Hack and Slash
Mode	1-2 (4) Players

Samurai Warriors 2 was released in 2006 for the PlayStation 2 and Xbox 360, and ported to Windows in 2008. The game, alongside its two expansions, Xtreme Legends and Empires also receive a HD-enhanced port for PlayStation 3 and PlayStation Vita.

The gameplay of Samurai Warriors 2 builds on the first Samurai Warriors by adding new characters and new features, such as the removal of the traditional range attacks in favor of the addition of two unique special abilities that differ from character to character. In addition, characters movesets can evolve in a larger variety as they level up, elaborating on either their combo, charge or special attacks, with the progression of each character being different from the next. This leads to the characters having 1 of 3 different button combos.

Playable characters in the game (except for Ranmaru Mori and Okuni) have their own stories. Each story contains five stages (except for Ieyasu Tokugawa and Mitsunari Ishida, who both have six stages), plus a “Dream Stage” or “Gaiden” (Side Quest) in the Japanese version, that effectively asks “what if”.

This game also contains a Sugoroku mini-game as an additional feature. Up to four players can participate in this mode, and the game’s goal is to collect the requested amount of gold. At the beginning of the game, three flags for each player will be divided in the map, and players can earn gold and raise their ranks by collecting their respective flags and returning to their home square. Additionally, a player can buy territories on the map, or challenge another player for the control of a territory. There are six types of challenges in the game: Annihilate (defeat as many enemies as possible), Chase (defeat as many fleeing Fire Ninjas as possible), Destroy (destroy as many boulders as possible), Race (break through the doors to reach the end before the opponent does), Reveal (uncover as many Sky Ninjas as possible), and Steal (collect as much gold as possible).



Samurai Warriors 2 Empires

5.5

Developer	Omega Force
Publisher	Koei, (eu) Koei Tecmo Games
Release date	(jp) November 16, 2006
Genre	Hack and Slash
Mode	1-2 Players

Samurai Warriors 2: Empires is an expansion to the original Samurai Warriors 2. Very similar to both Dynasty Warriors 4: Empires and Dynasty Warriors 5: Empires, the game features the strategic and tactical Empire Mode that combines the gameplay of Samurai Warriors and several turn-based strategy elements from Nobunaga's Ambition and Romance of the Three Kingdoms. The Empire mode allows the player to select from some of Japan's greatest battles such as the battle of Kawanakajima, the battle of Anegawa, the incident at Honnō-ji and the battle of Sekigahara. In the New Officer Mode, the options are limited to 13 models with 10 color patterns each, as well as four different voices. Fortunately, a new feature is added to the mix: the ability to copy movesets of other characters.

Samurai Warriors 2: Xtreme Legends

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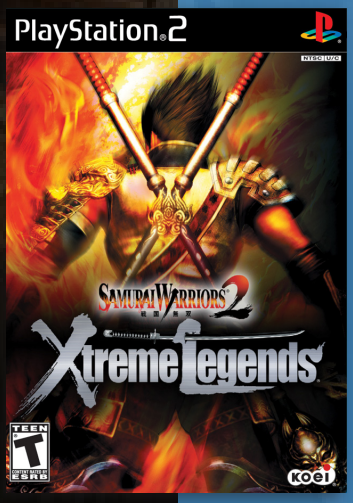

Developer	Koei
Publisher	Koei
Release date	(jp) August 23, 2007
Genre	Hack and Slash
Mode	1-2 Players

This expansion introduced new characters to the series, and new character weapons. A new mode known as Mercenary Mode is in the game. It resembles Xtreme Mode from Dynasty Warriors 5: Xtreme Legends. Playable characters can now be upgraded to level 70; in the original the highest level was 50. Fifth weapons are present in the game, however, unlike the first game, the weapons has the same attack base as the original

In order to play the full functionality of this game the original is required.

There is a cutscene in the game (Toshiie Maeda's ending) that was censored in the Xbox 360 version because it was seen as a bit violent so it can only be viewed in the PS2 version.

His name is Gojiro Kiryu... and he's bringing justice back to the old west...

Be a samurai or a Gunman! Unique 2 player mode allows you to play as both!

"Bushido Sense" allows you to dodge and deflect bullets with superhuman skill!

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MATURE 17+
M
Blood and Gore
Intense Violence
Partial Nudity
ESRB CONTENT RATING www.esrb.org

PlayStation.2

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Samurai Western

5.8

Developer	Acquire
Publisher	Spike, (us) Atlus, (eu) 505 Game Street
Release date	(jp) January 1, 2005
Genre	Action-adventure
Mode	1-2 Players

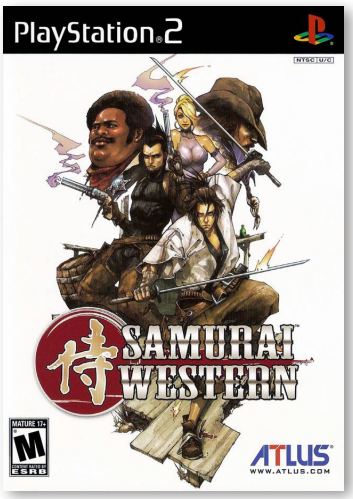
Samurai Western is an action-adventure video game, made by Aquire games company, released for the PlayStation 2. The player assumes the role of a samurai named Gojiro Kiryu, who travels to the Wild West in search of his brother, Rando.

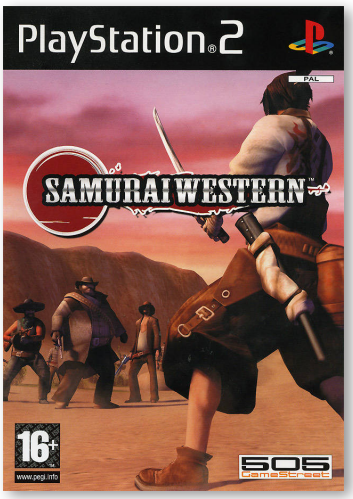
Samurai Western does away with the adventure elements present in the main Way of the Samurai games, and instead is focused entirely on action. The game is divided into stages, with the goal of each being to defeat the dozens of enemies that appear within. The game can be played alone, or simultaneously with a second player. The game has multiple difficulty levels, ranging from Normal to Insane.

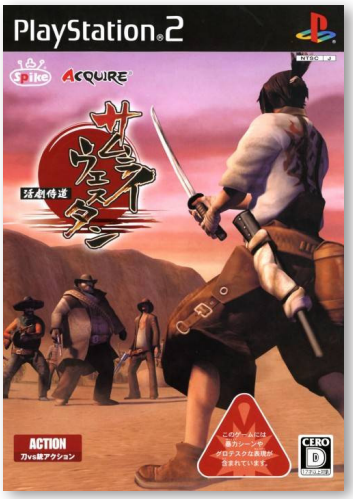
In a single-player game, the player takes control of Gojiro the samurai and utilizes various types of swords to defeat enemies. There are dozens of swords available in the game, which allow players to fight with five different sword styles. The basic maneuvers of each sword are similar, consisting of a quick combo, powerful charge move and aerial attack. However, each sword style offers unique abilities. In addition to the abilities given by each style, Gojiro also has the innate ability to dodge bullets, and even uses his sword to deflect them. By defeating enemies Gojiro can fill a meter which, when full, allows him to enter Master Mode. Once activated, Master Mode greatly increases Gojiro's abilities, allowing him to dispatch enemies in a single blow.

In a two-player game, the second player controls Ralph the gunman. Ralph is unable to deflect bullets (though he is also able to dodge and roll) or engage in melee combat in the same manner as Gojiro, but is instead equipped with a gun that allows long-range attacks. He also has the ability to perform punches that instantly floor an enemy and deal a small amount of damage. Two additional guns can be unlocked for Ralph through beating the game, increasing his usefulness as a backup player.

The game received "mixed" reviews according to Metacritic.







J N P

Sanyo Pachinko Paradise 6

9.2

J

Developer Irem
Publisher Irem
Release date (jp) 28 June 2001
Genre Gambling
Mode 1 Player

Pachinko Paradise 6 is the first PS2 release in Irem's long-running pachinko simulation series. It features 3D recreations of three pachinko machines made by Sanyo Bussan: CR Gingira Panic L5, CR Gingira Panic L6, and CR Gingira Panic M7. There are two modes available: Tsūjō (Normal) mode allows the player to modify a wide range of settings for each machine, while Jissen (Battle) mode challenges the player to win as many balls as possible on the default settings with a limited starting pool and time limit.

Sanyo Pachinko Paradise 7

Developer Irem
Publisher Irem
Release date (jp) June 27, 2002
Genre Gambling
Mode 1 Player

Pachinko Paradise 7 features recreations of two pachinko machines made by Sanyo Bussan: CR Edokko Gen-san L7, CR Edokko Gen-san M6. The game is mostly similiar to Pachinko Paradise 6.

8.1

J

Sanyo Pachinko Paradise 8

8.1

J

Developer Irem
Publisher Irem
Release date (jp) March 27, 2003
Genre Gambling
Mode 1 Player

Pachinko Paradise 8 features a recreation of the CR Shin Umi Monogatari M27 pachinko machine. New in this installment is the first episode of the Pachi-Pro Fūunroku story mode. The player takes control of a young man who has just arrived in PachiPara Town looking to solve the mysteries surrounding his father's death. The player can move between three different pachinko parlors, as well as return home to the protagonist's apartment, which can be customized with items won from playing pachinko. The game proceeds much like a basic visual novel.

Sanyo Pachinko Paradise 9

7.5

J

Developer	Irem
Publisher	Irem
Release date	(jp) November 6, 2003
Genre	Gambling
Mode	1 Player

Pachinko Paradise 9 feature recreations of two pachinko machines: CR Shin Umi Monogatari M56 and CR Shin Umi Monogatari L52. The Pachi-Pro Fūunroku story mode returns with Pachi-Pro Fūunroku 2: Senjukannon no Nazo, a direct sequel to the first installment which picks up the story right where it left off before. The protagonist has just arrived at Shinkai Town, following a lead to find his father's killer. The game proceeds much the same as before, with the player moving between different locations speaking to other characters and playing pachinko. In addition to the three pachinko halls and the player's apartment, there are also now a restaurant and a shrine, where different story events may occur. It is also now possible to learn and use special moves for use in the pachinko battles.

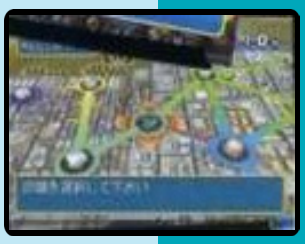
Sanyo Pachinko Paradise 10

8.0

Developer	Irem
Publisher	Irem
Release date	(jp) May 27, 2004
Genre	Gambling
Mode	1 Player

Pachinko Paradise 10 feature recreations of two pachinko machines made by Sanyo Bussan: CR Daiku no Gen-san M56 and CR Daiku no Gen-san M3. Pachi-Pro Fūunroku returns again with Pachi-Pro Fūunroku Gaiden, a non-canon side-story featuring characters from the first two installments. Unlike the previous episodes, this entry casts the player as an up-and-coming pachinko hall owner, who must turn his location into the start of a chain, taking over the other pachinko halls in the city. The city is represented as a board game, and the player can attempt to take over other pachinko halls, as well as protect or upgrade their own. Various events may occur, such as a particular shop being featured in a magazine, or a shop being burglarized, which will affect how the game plays out.

"mobygames.com"



J

Sanyo Pachinko Paradise 11

8.6

Developer	Irem
Publisher	Irem
Release date	(jp) February 24, 2005
Genre	Gambling
Mode	1 Player

Pachinko Paradise 11 features recreations of two pachinko machines made by Sanyo Bussan: CR Shin Umi Monogatari M8Z and CR Shin Umi Monogatari M6Z. Pachi-Pro Fūunroku returns again with Pachi-Pro Fūunroku 3: Saraba Gindama no Ōkami, concluding the storyline introduced in the first title. The game returns to the adventure style of the first two titles, but adds a much greater degree of freedom to affect the outcome of the story. There are a large number of locations to visit apart from the pachinko parlors, and there are several very different endings that can be reached depending on the player's choice. The relationship system has also returned with several new girls to pursue, for a total of eleven.

"mobygames.com"

J

Secret Weapons Over Normandy

8.1

J N P

Developer	Totally Games
Publisher	Lucasarts
Release date	(us) November 18, 2003
Genre	Simulation
Mode	1-2 Players

In Secret Weapons Over Normandy, players take the role of James Chase, an American pilot who joins a secret elite squadron of Royal Air Force pilots during World War 2. As a member of the Battlehawks, the player must take part in missions in several war theaters including Western and Eastern Europe, North Africa and the Pacific, experiencing historical battles and encounters like the Battle of Britain, Stalingrad, D-Day and the Battle of Midway. The primary enemy of the Battlehawks is their German Luftwaffe counterpart, called Nemesis.

The game features over 20 flyable historical aircraft, 15 campaign missions and 20 optional "challenge" missions. Between missions, the player's plane can be upgraded with things like better armor and engines. The game also features unlockable bonuses like new planes and movies.

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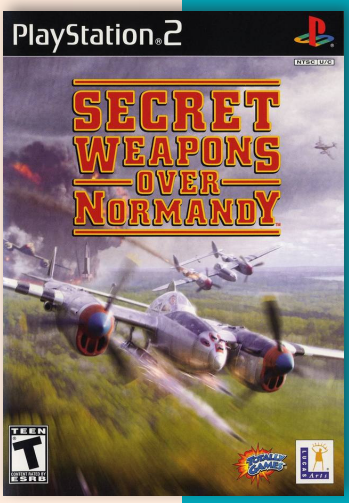
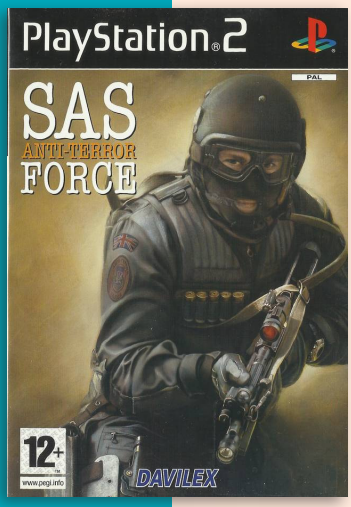


SAS: Anti Terror Force

5.0



Developer	Atomic Planet Entertainment
Publisher	Davilex
Release date	(eu) November 4, 2005
Genre	First-person shooter
Mode	1 Player

Anti-Terror Force is a first-person shooter by Dutch development group Davilex following the exploits of the British SAS, the French GIGN and the German GSG9.

As a member of the special operations force of the players choice, they will undergo four training exercises - arms, physical training, siege training, and defensive tactics - before being placed into the field to deal with a number of hostage situations.

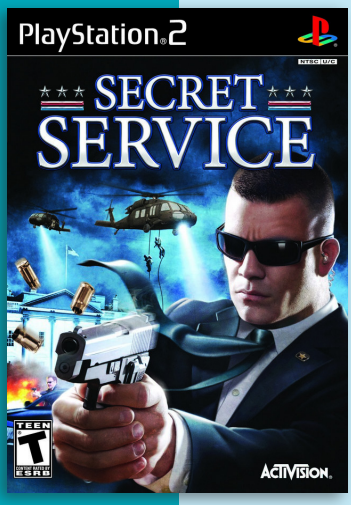
The sieges all take place in real locations, beginning with 10 Downing Street, and moving along to the French Elysée and the German Kanzleramt.

"mobygames.com"

P

Secret Service

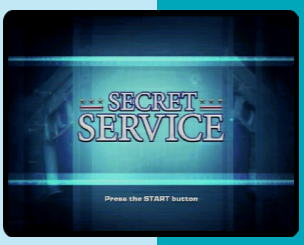
2.5



Developer	Tigon
Publisher	Activision, (eu) Activision Blizzard
Release date	(us) November 4, 2008
Genre	Action-adventure
Mode	1 Player

Secret Service, also known as Secret Service: Ultimate Sacrifice, is a first-person shooter, released for Windows, PlayStation 2 and Xbox 360. It is set in Washington D.C. on Inauguration Day, where the player assumes the role of an elite agent named Pierce, whose task is to eliminate enemies to prevent them from attacking the Capitol. The game uses the CloakNT in-game engine.

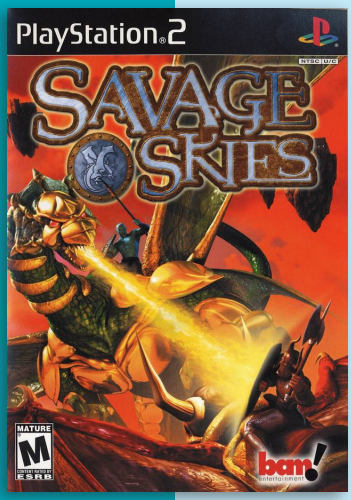
The gameplay is very similar to Die Hard: Vendetta, the James Bond games, and Soldier of Fortune: Payback. The game contains puzzle elements, where players must defuse bombs and unlock doors. It also uses the same reloading animations from Soldier of Fortune: Payback and 007: Agent Under Fire. For instance, the Uzi in this game has the same reload animation as the Ingalls Type 20 that appeared in the latter game. Weapons are given pseudonyms as well, for instance, the AK-103 is called the "KMF-03", and the Uzi is the only firearm with its actual name.

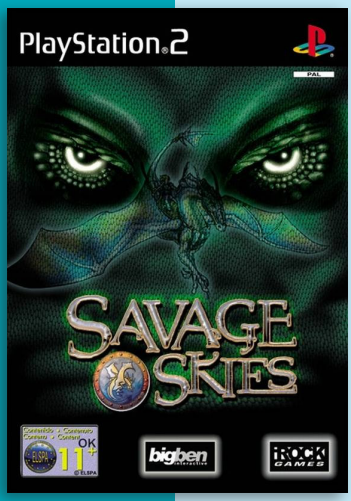


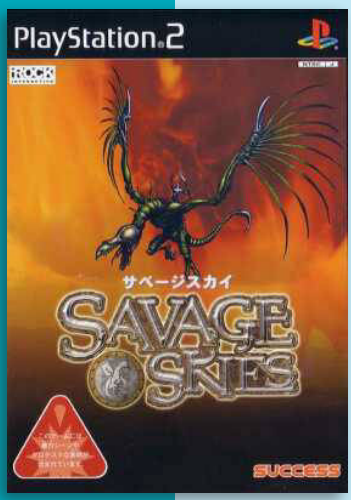
N P

Savage Skies

5.6







J N P

Developer	iRock Interactive
Publisher	Bam Ent., (jp) Success, (eu) Bigben Int.
Release date	(us) March 31, 2002
Genre	Third-person shooter
Mode	1-2 Players

Savage Skies is an aerial dragon combat game. This fantasy themed game has a wide range of features, that provide a single player game, split-screen multiplayer, and special modes, missions, and creatures that can be unlocked.

The story of Savage Skies centers around the death of a powerful king struck down by the demons of a vengeful necromancer banished from the kingdom years earlier. With the king's soul magically shattered, and the land in turmoil, the player is challenged to restore the throne by winning the war for one of three factions in the game - the noble Virtwyn, the mutated Chrysalis, or the necromantic Pariah. Mission based animations and voiceovers provide the story elements to the player as the game unfolds.

Gameplay borrows loosely from other 3D aerial combat/shooter games like Starfighter, Flying Hereos and DragonStrike, but has it's own twists, like advanced super maneuvers and power-ups. Core to Savage Skies is the ability to unlock and try many different creatures (up to 24) in both the single and multiplayer portions of the game. Each creature has strengths and weaknesses like speed, manuverability, offensive and defensive powers, that can be leveraged during the campaign missions.

At an earlier stage in its development, Savage Skies had been set for release as Ozzy's Black Skies, complete with an endorsement from sell-out, Ozzy Osbourne. In the original concept, each of the game's three playable factions would have been led by a different 'Ozzy character'. The game was also to feature music from Osbourne, including "Crazy Train" and "Paranoid," as well as a track recorded specifically for iRock (the song was called "Black Skies").

However, in late 2001, the tie-in was dropped for reasons including its high financial cost and *"misconceptions about the game that made it difficult to secure a publisher."* Its name was subsequently changed to Savage Skies.

"mobygames.com"

SBK Superbike World Championship

6.5

Developer	Milestone S.r.l
Publisher	Black Bean Games, (us) Conspiracy Ent.
Release date	(au) June 26, 2008
Genre	Racing
Mode	1-2 Players

SBK-08: Superbike World Championship (known as SBK Superbike World Championship in North America) is the official video game for the 2008 Superbike World Championship season.

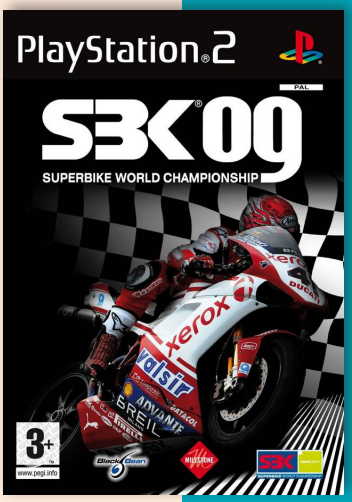
The game offers a wide range of gameplay, selectable from 5 different pre-sets, from a very basic gameplay for new players to a full featured simulation for those looking for a challenge.

The player has the possibility to choose from the 2008 official riders, teams and tracks, but also improve the performances of the bike, managing and tuning a lot of aspects like top speed, gear ratios, suspension stiffness, and set of tires for single race.

"mobygames.com"

SBK-09 Superbike World Championship

7.1



Developer	Milestone S.r.l
Publisher	Black Bean Games
Release date	(eu) May 29, 2009
Genre	Racing
Mode	1-2 Players

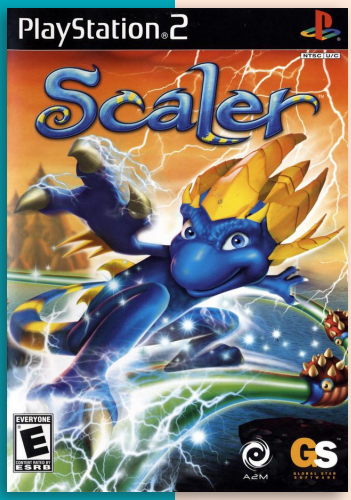
The main focus in SBK-09 lies on the realistic simulation of the driving physics. During the season the player takes the role of one of 27 licensed athletes and compete in 13 of the race locations of the season 2008/2009 (the Nürburgring is not in available). There are up to eight sessions per race, including free training and warm ups. In the garage the player can tune almost every aspect of his bike in detail. Beginners this can be delegated to an engineer. There is also the option to play a single racing weekend or to start in a quick race.

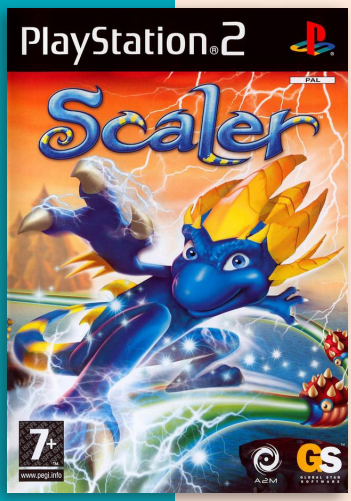
In comparison to its predecessor there are two notable changes: driving helps for novice players and 20 challenges. In these the player either has to solve certain problems in pre-defined situations, e.g. winning the race with worn out brakes or reaching checkpoints in a limited time frame.

"mobygames.com"

7.0

Scaler





Developer	Artificial Mind and Movement
Publisher	Take-Two Interactive, (us) Global Star Soft.
Release date	(us) October 21, 2004
Genre	Action-platformer
Mode	1 Player

Scaler, also known as Scaler: The Shapeshifting Chameleon, was released for the GameCube, Xbox, and PS2. The game follows the story of a lizard-loving 12-year-old boy named Bobby "Scaler" Jenkins who accidentately stumbles across an evil plot to dominate the world through use of mutated lizards.

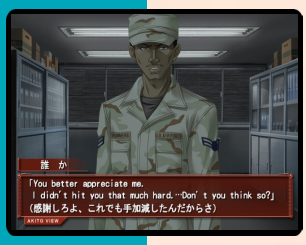
The main attraction of Scaler is the ability to transform into five different types of mutant lizards, each one giving some sort of advantage depending on the environment. The different transformations are the Bakudan - a bomb-creating reptile, the Krock - a spiky, rolling reptile, the Doozum - a large flying lizard, the Fruzard - a reptile with the ability to shoot several organic bullets, and the Swoom - a penguin-like lizard adapted to swim. As the player journeys to different areas of the world, they will occasionally be given a challenge to defeat the creatures they wishes to transform into, thus enabling upon completion the ability to use their unique abilities to the player's advantage. Only select areas in which Scaler journeys allow him to transform into these creatures, and only one of this five forms are usable in these locations. By feeding Reppy Klokkies, she secretes a gaseous ooze that give Scaler some useful upgrades.

In addition, Scaler faces a wide variety of enemies, all of them proving to be a unique challenge in their own ways. Some enemies shoot projectiles, while others use direct combat or stealth. The gameplay is diverse in this way, presenting the player with a number of different strategies to devise if he or she wishes to overcome the obstacles.

The game also features a picture gallery; as the player accumulates Crystal Gems more pictures become available.

Scaler received "average" reviews on all platforms according to Metacritic. While receiving praise for its high production values and gameplay, some reviewers criticized it for having an unexciting plot and formulaic design.

Scarlett: Nichijou no Kyoukaisen



Developer	Kadokawa
Publisher	Kadokawa
Release date	(jp) October 30, 2008
Genre	Visual novel
Mode	1 Player

The game is centres around Akito, a military fan who dropped out of school and is camping on a small island near Okinawa. He is hoping that being close to a U.S. military bases will get him to see real guns in action. One day he is approached by Shizuka, a foreigner girl, who told him he is trespassing. Later that day he notices a military bomber and something tells him there's more than meets the eye so he decides to sneak into military air base to take a closer look.

The story is told from two perspectives, one from a young boy Akito, and another from Kurou, a super-spy from the prestigious Scarlett family.

"mobygames.com"

Seigi no Mikata

Developer	SCEI
Publisher	SCEI
Release date	(jp) November 15, 2001
Genre	Action
Mode	1 Player

7.8

Seigi no Mikata, or "Allies of Justice" lets the player direct their own Zyu Ranger-style action TV show, controlling a team of superheros through half-hour adventures of investigating crimes and fighting their nefarious perpetrators. Success or failure is judged by audience ratings - if the show is exciting enough, the player continue on to the next mission.

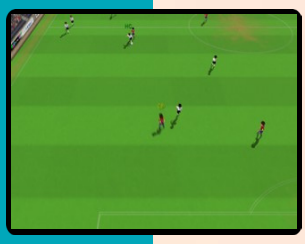
Players begin by selecting parts for their hero's outfit, his boots, helmet, and other attire, and pick a pose before picking a place in town to visit, speaking with the citizens, and defeating the level's particular enemies (all in under 30 minutes).

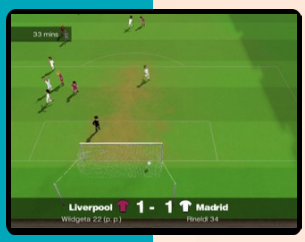
During the adventure mode the player can run around a fairly open-area within any of the locations chosen from the map, visit the stores, and talk to people to gain information as to the whereabouts and plan of the enemy and progress the story.

"psxdatacenter.com"

5.5

Sensible Soccer 2006





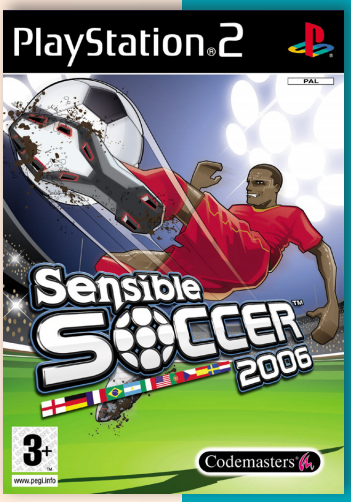
Developer	Kuju Entertainment Ltd.
Publisher	Codemasters
Release date	(eu) June 9, 2006
Genre	Sports
Mode	1-2 (4) Players

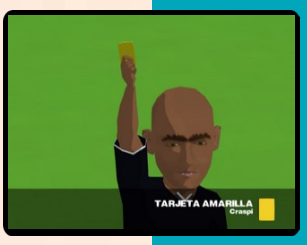
As with the original 1992 game, Sensible Soccer 2006 is a fast-paced soccer game viewed from a bird's perspective (although the camera has been slightly tilted). The control has gone from one button to three buttons, as players use one for shooting, another for passing and the third for sprinting.

The game contains a total of around 350 different teams (international and club teams) and 50 preset competitions. Players can also create their own custom teams. The objective of the career mode is to create a squad of rookie players and take them to the top of the team rankings.

The game offers multiplayer matches for up to four players at once (in which two players share the control of a team).

"mobygames.com"





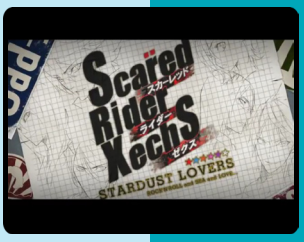
Scared Rider Xechs

Developer	RED Entertainment
Publisher	RED Entertainment
Release date	(jp) July 1, 2010
Genre	Visual novel
Mode	1 Player

Scared Rider Xechs is a Japanese otome game. In the game, troops of otherworldly aliens are invading earth. Akira Asagi, the 17-year-old protagonist who is a researcher at Blue World, is nominated to lead the war at Ryuukyuu LAG, a defense facility on the islands of Ishigaki and Iriomote. She meets the sixth combat unit "IS," which was formed four years after a fierce battle that annihilated the fifth unit. Akari must lead these six riders, also called the Scared Rider Xechs, to fight against the other world while at the same time deepening the relationship among them.

Gameplay is split into the adventure part and the battle part. Players can get to know the boys better during their free time and send them to fight when the siren calls. The game comprises of 13 episodes.

Scared Rider Xechs: Stardust Lovers



Developer	RED Entertainment
Publisher	RED Entertainment
Release date	(jp) June 23, 2011
Genre	Visual novel
Mode	1 Player

Scared Rider Xechs: Stardust Lovers is a fan disc to the original game. The two releases shipped in a bundle for PSP in 2012.

The game takes place between Track 05 and Track 08 of the original story. Sochirou gets a short route in the game, and it also include Grunbach and other characters.

J

Secret Game: Killer Queen

7.0

J

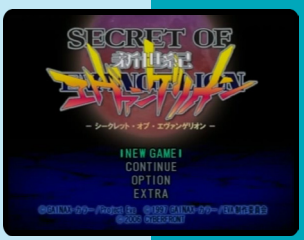
Developer	Regista
Publisher	Yeti
Release date	(jp) August 21, 2008
Genre	Visual novel
Mode	1 Player

In Secret Game: Killer Queen, thirteen seemingly average people wake up in a room, whit no knowledge of how they got there. They soon find each of them has a collar around their neck and has been given a PDA. On it, an assignment and a single playing card.

Players take control of Sakumi Himehagi and via a choice system, go through 4 chapters of sabotage and murder.

Secret of Evangelion

6.0



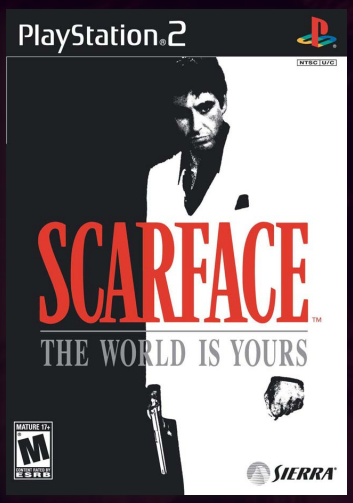
Developer	West One
Publisher	Jinx, CyberFront
Release date	(jp) December 21, 2006
Genre	Adventure
Mode	1 Player

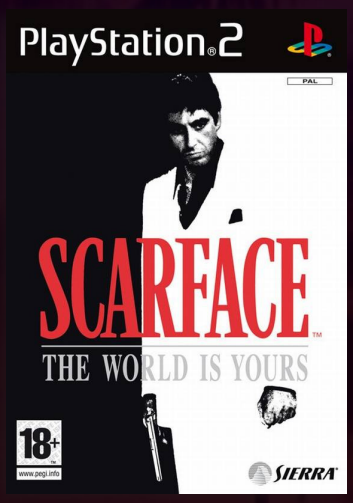
Secret of Evangelion is an RPG/adventure retelling the end of the Evangelion storyline, introducing the new characters NERV investigator Kenzaki Kyouya and dummy-plug research scientist Kaga Hitomi. Depending on the player's actions, ten different endings are included.

The game feature fully voiced dialogues by the original cast

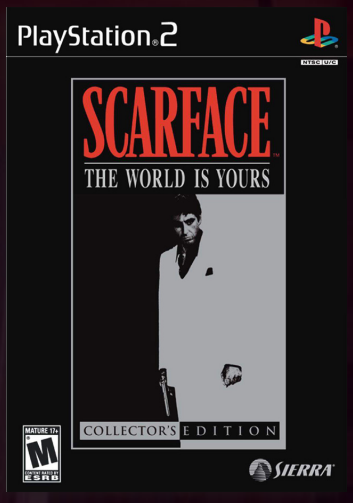
J

7.5





Collector's Edition



NP

Scarface: The World Is Yours

Developer	Radical Entertainment
Publisher	Vivendi Games, (eu) Vivendi Universal Games
Release date	(us) October 8, 2006
Genre	Action-adventure
Mode	1 Player

Scarface: The World Is Yours is a 2006 open world action-adventure released on the PlayStation 2, Xbox and Windows. In 2007, a version with enhanced graphics was released for the Wii. An Xbox 360 version was also being developed, but was cancelled.

The game is not a direct adaptation of the 1983 film directed by Brian De Palma, but is instead a pseudo-sequel which changes the ending of the film so that Tony Montana survives, and sets about exacting revenge on those who ousted him from power by re-establishing his drug empire in Miami.

The player's goal to reclaim Miami once again. To do so, he has to earn money and respect. The only way to earn money in Miami is to deal drugs. At the beginning the stuff is bought in small amounts and personally sold to the dealers. Eventually, however, Tony can set up so-called "Fronts" which are legitimate shops (like a car seller) in which drugs are sold in very large amounts. By overtaking "Fronts", Tony also increases his control over the current district of Miami. To completely overtake one part of town, all the enemy gangs scattered around in small groups must be eliminated.

After a deal, Tony has to launder the money at the local bank and have it transferred to his account. He then can buy "exotics" for his mansion like an expensive vase or a new car with a driver.

Respect is earned by increasing Tony's territory, buying exotics and earning "balls" in fights and while driving. Earning balls fills the "Balls meter," which is an essential component of combat in the game. Once the meter is full, "Blind Rage" mode becomes available. In this mode, the game switches to first-person and goes into slow motion, aim becomes automatic, the player acquires infinite ammo and doesn't have to reload their weapon, and each enemy killed earns Montana health. Montana can also acquire balls by taunting defeated opponents, insulting drivers who have hit his car, winning street races, completing missions, and having conversations with random people.

The basic gameplay and game mechanics fall into the sub-genre of Grand Theft Auto clones. As such, Montana can commandeer vehicles (cars and boats), can move around the map on foot, can interact with civilians and NPCs both hostile and non-hostile, can engage in primary and sub-missions, and can wield a variety of weaponry; pistols, submachine guns, shotguns, assault rifles, a sniper rifle, a rocket launcher, a chainsaw, and various melee weapons, such as pipes and machetes. In a departure from most Grand Theft Auto-style games, Montana cannot kill innocent people. If the player tries to shoot a non-aggressive target, Montana will refuse; if the player tries to hit an innocent person with a car, they will only be injured. However, as the game progresses, the player acquires access to some of Montana's employees; a driver, a boat pilot, a weapons dealer, an enforcer and an assassin. When these employees have been unlocked, the player can switch control from Montana to any one of

them (except the weapons dealer), and when playing as the enforcer or the assassin, the player can kill innocent people.

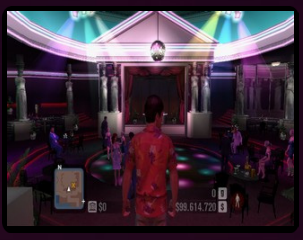
"Cop heat" and "Gang heat" are two meters which are active at all times during the game. Cop heat determines the rate of interest at banks, and Gang heat determines the price of cocaine; the more heat, the less Montana can charge. If Montana, or any of his associates, engages in a lot of public violence, cop heat will rise, and the police will arrive, pursuing Montana. Cop heat can be lowered with bribes, and gang heat can be lowered by intimidating other gangs. If Montana continues to commit open crimes, cop heat can rise to the point where Montana enters "You're fucked" mode, in which he cannot escape from the police alive. A "golf swing"-style minigame, where the player must attempt to stop the meter in a certain zone, is used to control negotiating drug deals, intimidating other gangs and bribing cops.

The game was first announced on August 10, 2004, when Vivendi Universal Games revealed Radical Entertainment were working on a third-person shooter adaptation of the film for PC and several, as yet unnamed, current generation consoles, with a projected release date in the third quarter of 2005.

"The treacherous world of Scarface is a natural property to translate into a cinematic game play experience. The game will feature cutting-edge technology, a compelling storyline and the unprecedented experience of playing as one of Hollywood's most notorious gangsters."

— Michael Pole; Executive Vice-President, Vivendi Universal Games

Originally, the developers had intended to do a straight adaptation of the film. However, they quickly concluded that doing so presented two inherent problems; the original



screenplay was so good, they felt it couldn't be replicated in a gaming environment, and because Montana dies at the end, they felt players would not want to invest in developing a character that they knew was doomed from the beginning. As such, they decided the game would tell an original story, set after the film. Jason Bone, combat designer on the game, explained *"We didn't want to rehash the movie because we feel that to make a good game, there needs to be a compelling storyline with good characters that drive you through it. There have been a lot of games that have been made based on movies, and when they follow the exact storyline of the movie, you lose a little bit of interest if you know where things are going. We felt that a fresh start would allow us to have the freedom to do new and interesting things to keep the player motivated and engaged."*

They originally asked Oliver Stone, the film's screenwriter, if he would be interested in working on the script, but when Stone declined, they approached David McKenna, writer of the films American History X and Blow. As a fan of the film, McKenna wanted to emphasize the over-the-top humor he perceived in the character of Montana. Shortly after the game had been released, IGN interviewed McKenna, asking him exactly how much of the game's 40,000 lines of dialogue he wrote. McKenna stated *"I did work a lot on this thing. It was a pain in the ass! I didn't know what I was getting myself into. I didn't know anything about ancillary scenes, about how the character can go in different directions, he has to have a line of dialogue for every single character he encounters. I'm not a video game guy, I don't play video games [...] I put a lot of time into this but I only put, you know, several months. Radical put in several years, these guys were working*

on this thing forever. I gave them the best blueprint I could. I helped them as much as I could with dialogue, ancillary scenes, I helped guide them as much as I could but in the end it's their baby. It was their world; I was just living in it for a little while."

Of the decision to change the end of the film so that Montana survives, McKenna dismissed critics who said the game was disrespecting the film and undermining the moral aspect of its narrative; *"Get a life. It's a fucking game. We had fun continuing on with it and taking a great character, having him survive at the end and reclaim his empire. I thought that was a good way to continue on the story [...] I wanted to kick off the game with Tony sitting in the tub, talking to a group of movie studio executives. He's saying "Why does the bad guy have to always die at the end? Well, fuck you! You die!" and then he pulls out a machine gun and blows them all away! And then he escapes from the mansion! But Vivendi Universal wouldn't do it. But the whole thing; it's a game, it's a joke. The people understand that I'm not trying to reinvent the wheel here with Scarface or do any destruction to the movie, it's one of my favorites. It's just having fun with something."*

He further commented *"What I did, I wanted to take that to the next level. It is a video game. People who are going to say, 'hey he fucked with the movie,' that's being ridiculous. I wanted to have fun and kind of create something on my own, while sticking to the same tone and flavor of the flick. People want to laugh when they're playing a game, and I just wanted to take advantage of that."*

The game was first shown as a non-playable demo at the 2005 GDC in March when it was revealed it was no longer a third-person shooter, but was now a GTA-style open world game. Vivendi stated the game would be non-linear, with players free to do missions in whichever order they wish, with an estimated playtime of 50–60 hours. Vivendi also made a point that Montana would be unable to kill innocent people in the game. Producer Cam Weber explained the concept of Rage mode, which was on show in the demo, was very much inspired by the film; *"For fans of the movie, you'll remember that Tony has this crazy temper that every once in a while gets set off. You hear the organ music play, you see a camera cut to the intensity in his eyes, and he just suddenly snaps. He loses it; he completely loses control and does some really violent things."*

In April, Vivendi revealed the title of the game would be Scarface: The World is Yours, and while it would feature Al Pacino's likeness, Pacino himself would not be voicing Montana. While it was not announced who was voicing the role, multiple other cast members were revealed; Steven Bauer, Robert Loggia, Jay Mohr, Cheech Marin, James Woods, Miguel Sandoval, Robert Davi, Michael Rapaport, and Michael York. Vivendi's chief strategy and marketing officer, Cindy Cook stated *"Al Pacino brought the character of Tony Montana to life onscreen in a very powerful way, and the inclusion of his likeness as Tony Montana is a critical component to the authenticity of the Scarface game experience. We are also thrilled to have other top-notch talent involved with Scarface: The World is Yours, as their participation will add further substance and depth to the characters featured in the game."*

In May, Vivendi announced the game's release had been pushed back to 2006. In the same statement, they revealed the game was being developed for the Xbox 360 as well as the PS2, Xbox and PC.

In late March 2006, Vivendi gave pre-alpha builds of the PlayStation 2 version of the game to both IGN and GameSpot. They explained that since E3 2005, Radical had given the entire game an overhaul, improving the design and creating a more compelling storyline. They had also tweaked the gameplay in an effort to appeal to both casual gamers and more hardcore gamers. These changes had been implemented after some negative feedback from both the public and the gaming press following the E3 demo. Writers had been especially critical of the look of the game, and one of Radical's alterations was to repaint every external texture. Jason Bone stated the negative feedback was a good thing, as Radical had underestimated the difficulty of making a large open world game; *"We do have a bit of experience with open world games, but they were on a much smaller scale - there wasn't a lot of detail in them. With this game, we needed it to feel cinematic and yet be an open world game."* The negative feedback made them realize the game needed more work. Bone also stated work had not begun on the Xbox 360 version, as they didn't want it to be a direct port, nor did they want it to distract them from the PS2, PC and Xbox versions. He also suggested that a PlayStation 3 version was under consideration.

In July, it was revealed Pacino had turned down the opportunity to lend his likeness to Electronic Arts' Godfather adaptation so he could appear instead in Scarface. It was also explained the reason Pacino himself was not voicing Montana was because he simply didn't sound like Montana anymore. According to Vivendi's Adam Roberts; *"He just can't physically do it any more. He tried, but it took a lot of physical effort to do the Montana voice - it's very heavily accented, very difficult for him to do."*

A Collector's Edition of the game for the PlayStation 2 was announced, which would include the game, a bonus DVD including a "Making of" documentary, a video walkthrough with producer commentary, cast interviews, hints and tips, a full map of the game world and concept art.

In August, Vivendi revealed the 100 song plus soundtrack would feature music from the likes of Debbie Harry, Public Enemy, Run–D.M.C., Judas Priest, Rick James, Grandmaster Flash, Peter Tosh, Beth Anderson, Burning Spear, Iggy Pop, Control Machete, and Johnny Cash, as well as the entirety of Giorgio Moroder's original score for the film. They also revealed details of the "Mix Tape" feature, which would allow players to customize the in-game soundtrack in any way they wished. Cindy Cook, chief marketing officer at Vivendi, stated *"Throughout the development process we have focused on giving the player the power to choose their own in-game music experience, whether it be the Scarface purist that wants only the film score, the player that wants authentic music from the time period or the fan that craves the hottest tracks from today's talent. We are able to offer this choice through our new 'Mix Tape' music mixer and an incredible lineup of 1980s and contemporary artists that are bringing their hits to the game. Generations of film fans and gamers will be able to create an experience that best suits their unique tastes."*

The game's soundtrack, Scarface: The World Is Yours - Original Game Music Score, composed by Marc Baril, features no music from the film, only original music from the game.

Scarface sold well on PlayStation 2 and Xbox, but not on PC. In its first week on Best Buy, the PlayStation 2 version was the second highest selling game, the Collector's Edition was the eight and the Xbox version was the thirteenth. Together, the two PS2 versions outsold the number one game that week; Tiger Woods PGA Tour 07. By March 2007, the PlayStation and Xbox versions had sold over 1.5 million copies between them.

In Germany the game was banned for high impact violence and cruelty.

The World Is Yours received generally positive reviews across all systems. IGN's Chris Roper was extremely impressed, scoring the PC, PlayStation 2 and Xbox versions 8.7 out of 10, and giving the game an "Editor's Choice" award. Roper dismissed notions that the game was simply a Grand Theft Auto clone, arguing instead that it advanced the genre; *"much of Scarface is based on what we've seen in Grand Theft Auto. In fact, it's fairly obvious that Radical used said series as the blueprint and then went back and re-evaluated its shortcomings. The result is that we have a game that fixes many of GTA's problematic elements."* He praised the basic gameplay, the storyline, the balls meter, rage mode, and the aiming system. Although he was somewhat critical of the map, arguing too many areas in the game are accessible via only one road, he concluded "there are a whole lot of little things about Scarface that make it fun, but it's the sum of its parts that make it the overall great game that it is. It does a whole lot to fix many of the problems with other games in the genre, and it does an absolutely fantastic job of bringing the world of Scarface to gamers."

Game Informer's Matt Helgeson scored the PlayStation 2 version 8.5 out of 10, calling it *"a very playable and addictive open-world game that manages to put its own fresh spin on the familiar genre."* He was critical of the side-missions, calling them *"very repetitive,"* but he concluded *"Overall, I had a great time with Scarface. It's every bit as profane, violent, and over-the-top as the movie, and delivers not only the gunplay you're expecting, but as much depth as almost any other game in the genre."*

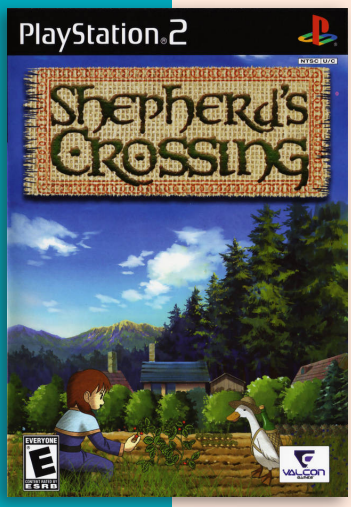
GameSpy's Justin Speer scored the PlayStation 2 version 4 out of 5, calling it *"a ridiculously violent, unbelievably profane game that lets you glorify yourself with virtual millions of dollars in hard-earned drug money, fast cars, boats, underlings, women and copious amounts of blood. It's a good feeling."* However, he noted that *"gamers who are getting used to the next-generation of console visuals aren't going to be impressed with either the PS2 or the Xbox version."* He also argued the game becomes somewhat repetitive towards the end. However, he concluded *"Scarface is a long-lasting experience that's simply a lot of fun. Part guilty pleasure, part blazingly successful experiment in game design, Scarface: The World is Yours is definitely worth a shot."*

GameSpot's Jeff Gerstmann was less impressed, scoring the PC version 6 out of 10, the PS2 version 6.4 out of 10 and the Xbox version 6.6 out of 10, and calling the game *"a foul-mouthed and bloody adventure that does next to nothing with the characters [...] The whole experience feels flat and often self-conscious."*

In July 2005, Vivendi president Phil O'Neil intimated there were plans to turn Scarface into a multigame franchise, saying *"a Scarface 2, a Scarface 3, a Scarface 4, and consecutive iterations of that product [are] a really important component of what we're trying to do here."* When the rights to the property were transferred to Activision Blizzard in 2008, however, Scarface 2 was not included in their list of upcoming games. Although the rights were later transferred back to Vivendi, no further news was heard.

Shepherd's Crossing

7.4



Developer	Success
Publisher	Success, Hamster, Valcon Games
Release date	(jp) December 25, 2003
Genre	Simulation
Mode	1 Player

Shepherd's Crossing is a farm based simulation game for Playstation 2. Despite its similar theme, it is very different from the Harvest moon series in gameplay, visuals, and mechanics. Unlike Harvest Moon's focuses of expanding the farm, marriage, and making money; Shepherd's Crossing focuses on trading, hunting, and management of the farm.

J N

Search & Destroy

7.3

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) June 2006
Genre	Shooter
Mode	1-2 Players

Search & Destroy is a Phoenix Games shoot'em up. The game is set in the year is 2050 AD where two groups are fighting for an artifact.

Items can be either a power-up, a shield, an energy refill or an extra life. The game feature fifteen levels where players will fly over farms, deserts, mountains/ravines and industrial landscapes.

P

"1cclog.blogspot.com"

Seikai no Senki

5.5

Developer	Gainax
Publisher	Jinx, CyberFront
Release date	(jp) April 21, 2005
Genre	Adventure
Mode	1 Player

A game adaptation of a science fiction novel and anime, this simulation title makes players into a soldier in the Ahv army as they train new recruits and take part in battle. The game is split into adventure and battle sequences. The adventure portions use the visual novel gamepaly. Battles have players modify their ship and crew according to a briefing and head off on a mission.

J

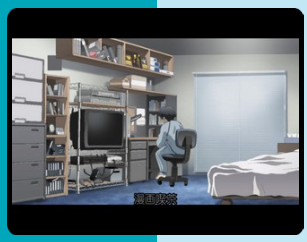
School Days LxH

8.0

Developer	Interchannel
Publisher	Interchannel
Release date	(jp) January 17, 2008
Genre	Visual novel
Mode	1 Player

School Days is a Japanese visual novel originally developed by Overflow and released on April 28, 2005, for Windows as an adult game. It was later ported as a DVD game and for the PS2 and PSP. The story, a dramatic slice-of-life, follows Makoto Ito, a high school student who becomes the ambivalent love interest of several girls during his second term, and the effects this has on himself and his relationships with other characters. Though the game requires little interaction from users, School Days engages the player through a plot that they are given opportunities to change the course of during play. The game concludes with an ending specific to the outcome of the story, some of which became notorious for their graphic violence.

Overflow would go on to produce multiple sequels including a spin-off of the original story called Summer Days, and a parallel story called Cross Days. Another spin-off, Island Days, has been developed by Klon for the Nintendo 3DS.



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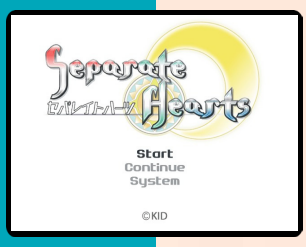
Separate Hearts

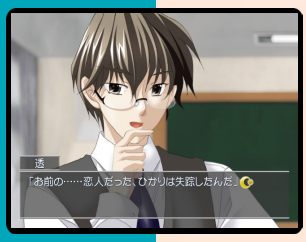
8.4



Developer	Kid
Publisher	Kid
Release date	(jp) February 23, 2006
Genre	Visual novel
Mode	1 Player

Separate Hearts is another typical amnesia game where the main character, Junichi Hoshikawa, has suffered an accident after riding on a bike. Luckily, his physical injuries were light and have been treated well in the hospital, but he must have hit his head pretty hard because his recollection of past events from his life is pretty much gone. As he returns to his school life, he struggles to remember things. He later finds out that the girl he was dating, Hikari Hinata, which he has no recollection of, have gone missing. Now he must regain his memory by interacting with other girls and solve the mystery of Hikari's disappearance.

"mobygames.com"



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Sekai no Zente: Two of Us

7.2

Developer	Yeti
Publisher	Yeti
Release date	(jp) September 28, 2006
Genre	Visual novel
Mode	1 Player

The protagonist, Hiroshi, have returned to his hometown after 8 years in Tokyo, trying to attain his childhood dream and failing to do so. Feeling powerless and lacking support from his family, his only though was giving up. He felt that a poor student like him was worthless and there was no longer any place for him. That was before he met Tomoko at the light music club and realized that he was not the only one in the same situation.

J

Sekirei: Mirai Kara no Okurimono

J

Developer	Alchemist
Publisher	Alchemist
Release date	(jp) October 29, 2009
Genre	Visual novel
Mode	1 Player

The game, based on the 2008 anime/manga, takes place in the Sekirei timeline. It centers around the discovery of a baby, referred to as Aka-chan, who is being pursued by unknown persons after Minato found her abandoned in the city.

The limited edition version was bundled with figures of Musubi and Tsukiumi, a 40-minute drama CD, and an illustration of Matsu.

Sentimental Prelude

7.8

Developer	NEC Interchannel
Publisher	NEC Interchannel, Interchannel
Release date	(jp) October 28, 2004
Genre	Visual novel
Mode	1 Player

Sentimental Prelude started development on the Sega Dreamcast. The game was first announced in spring 2000, and later moved and released on the PlayStation 2 in 2004.

The game is the prequel to Sentimental Graffiti, with an unrelated story to Sentimental Graffiti 2.

Fashioned in typical dating game style, Prelude features interaction and conversation with various girls around town.

J

School Love!

6.4

Developer	Views
Publisher	Views
Release date	(jp) December 21, 2006
Genre	Visual novel
Mode	1 Player

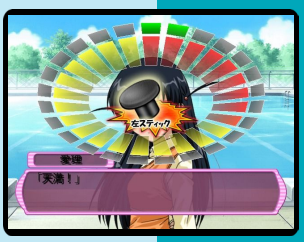
The player takes the role of Rion, a young boy, and son of a famous master painter, that attempt to both discover his life goal and get love with one of the girls that goes to the same high school he now attends. As soon as Rion arrives town he starts meeting the classmates and teachers at his first day of school. While he attend school, he will live Suzuha, who is one year younger than him.

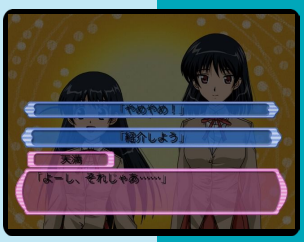
"psxdatacenter.com"

School Rumble

Developer	Marvelous Entertainment
Publisher	Marvelous Entertainment
Release date	(jp) July 21, 2005
Genre	Visual novel
Mode	1 Player

6.0





DX Pack

School Rumble: Nerujō wa Sodatsu is a manga spin-off which also spanned an anime TV series. In this school-oriented visual novel adventure the player is a young high-school sophomore girl by the name of Tenma Tsukamoto. Unlike in majority of visual novels, she will be present on the screen during dialogues which adds a 3rd-person perspective feel but without the ability to control the character in any way, though occasionally players get to play a mini-game which requires quick-reflexes or get choice that affect the dialogues and the story in some way.

The storytelling is intertwining Tsukamoto dreams (and/or nightmares) which also affect what will happen the next day when she wake up and go to school. She can also obtain certain keywords by talking to characters which can be used during dream sequences so her dreams don't turn into nightmares. In between conversations and visiting locations, players will be able to select their next location to go to, and will see the characters at those locations. But time moves as they select their destinations, so players will not be able to check them all, or even half, before the day passes.

"mobygames.com"

School Rumble Ni-Gakki

6.6

Developer	Marvelous Entertainment
Publisher	Marvelous Entertainment
Release date	(jp) July 20, 2006
Genre	Visual novel
Mode	1 Player

School Rumble Ni-Gakki, also known as School Rumble: Nigakki - Kyōfu no (?) Natsu Gasshuku! Yōkan ni Yūrei Arawaru!? Otakara o Megutte Makkō Shōbu!!! no Maki, is just like the first game, a spin off of manga which also spanned a OAV. As the name implies, the game continues the second semester. This game is very similar to its prequel concerning overall gameplay and graphics style. Once again, the story revolves around a high-school girl, Tenma Tsukamoto, and her ventures regarding competitions, school and love in this romantic comedy adventure.

"mobygames.com"

J

Seven: Molmorth no Kiheitai

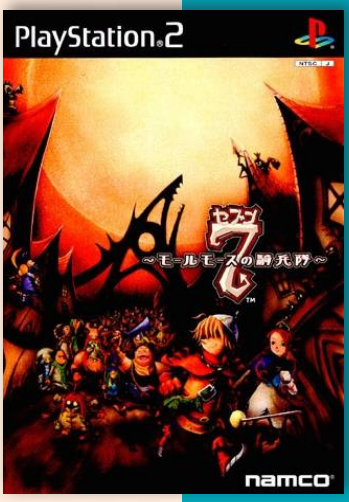
7.6

Developer	Namco
Publisher	Namco
Release date	(jp) December 21, 2000
Genre	Turn-based strategy
Mode	1 Player

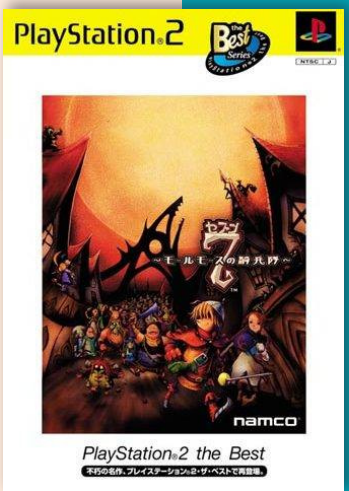
7: Molmorth no Kiheitai ("Seven: The Cavalry of Molmorth") is a tactical RPG released by Namco for PlayStation 2.

The game is set in the land of Acralind. Thousand years ago, seven legendary heroes have sealed the powers of evil with seven sacred stones. But now, the stones have been weakened, and the ancient evil raises its head again. Monsters attack villages and towns. It is the players task to retrieve the seven stones and to restore peace in the land.

In this strategy RPG, the emphasis is on preparation for the battles rather than on the battles themselves. Before each battle, players are able to see the stats of the monsters and even the tactics they are going to use. Players must then select seven units of various classes (knights, archers, mages, etc.) and place them on a battle field, which is a grid composed of four columns and three rows. Front row can attack, middle row support or attack with bows, and back row heals. The battle itself is controlled by computer AI, but players can change formation at any time.



PlayStation2 the Best



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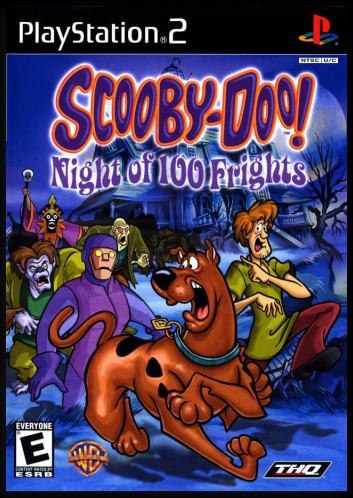

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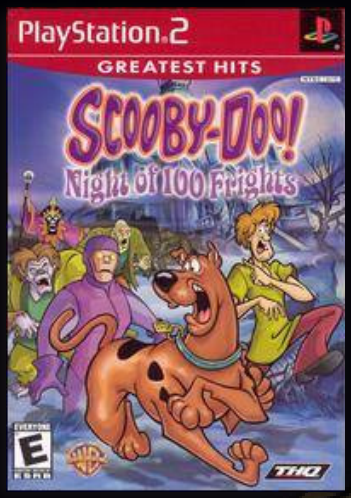

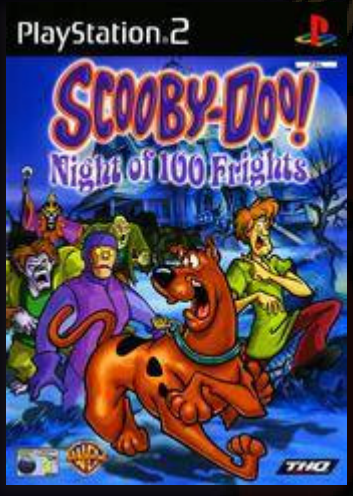

NP

Scooby-Doo! Night of 100 Frights

Developer	Heavy Iron Studios
Publisher	THQ
Release date	(us) May 20, 2002
Genre	Action-adventure
Mode	1 Player

Scooby-Doo! Night of 100 Frights is a third person platform game with action elements. It was released for the PlayStation 2, GameCube, and Xbox consoles. It is the first Scooby-Doo! video game title to come to sixth-generation consoles.

The game puts players in the control of Scooby-Doo in a story that revolves around him searching for the rest of the gang around a haunted mansion after they are kidnapped by an eccentric villain.

Night of 100 Frights is primarily a third-person game with action elements. The player controls the title character Scooby-Doo. The primary goal of the game is to hunt for the gang after they go missing at the mysterious Mystic Manor. Scooby has several abilities in the game as well as different inventions he finds on the grounds of the mansion to aid him in his search.

The game's combat system allows the player to run, jump, and perform attacks to fend off enemies that are encountered. Various villains from the original Scooby Doo! show are met throughout the game, as well as other minor villains like bats, rats, spiders, and crabs. Scooby's health bar goes down when a villain or enemy scares Scooby, and it can only be restored by various food items that can be obtained throughout the game. Whenever Scooby is scared by a villain, if he bashes and kills the villain instantly afterwards, a food item will be provided on the spot to get his health level back up.

Easter eggs that players can obtain, called "Monster Tokens", are collectible tokens; when the player collects the token, a villain will be able to be viewed in a room in Mystic Manor known as the Monster Gallery, where trivia about the villain is given.

Scooby must also collect Scooby Snacks scattered throughout the game in order to open "Snack Gates" that open many of the game's doors; as the game progresses, the Snack Gates demand more Scooby Snacks. Although it is optional to collect all of the snacks, bonus content is unlocked if the player does so.

Scooby-Doo! Mystery Mayhem

5.5

Developer	Artificial Mind and Movement
Publisher	THQ
Release date	(us) March 2, 2004
Genre	Action-adventure
Mode	1 Player

Scooby-Doo! Mystery Mayhem was released by Artificial Mind and Movement, THQ and Warner Bros. in 2003 for the Game Boy Advance. It was later released for the PlayStation 2, GameCube, and Xbox in 2004.

The game start with Scooby and the gang discovering that someone has released thousands of real ghosts and monsters from a magic book called The Tome of Doom. They race to solve mysteries and put the monsters back.

The player controls two characters, Shaggy Rogers and Scooby-Doo, as they progress through five levels, solving mysteries for Mystery Inc. Shaggy and Scooby get to switch places when the player wants to play either as Shaggy or Scooby, find a clue then report it to Velma Dinkley and can defeat certain monsters, using the Tome of Doom. Each character has a different ability. Certain levels feature only one playable character. The Tome of Doom can be charged up using magical wisps which the player can collect along their way, when the Tome of Doom is either low on magic or runs out. The player characters have a 'cool meter', which when empty, causes the player to lose control of the character. The player can refill this meter by consuming Scooby Snacks or other foods found in the level. Certain food items are counted as collectibles and unlock bonuses if the player finds all of them within a particular level.

The game features the actual voices of the Scooby Doo cartoons and features artwork and stills of the shows.

Mystery Mayhem was met with very mixed reception. GameRankings and Metacritic gave it a score of 53.20% and 53 out of 100 for the Game Boy Advance version; 59.82% and 56 out of 100 for the Xbox version; 59.52% and 55 out of 100 for the PlayStation 2 version; and 55.75% and 54 out of 100 for the GameCube version.

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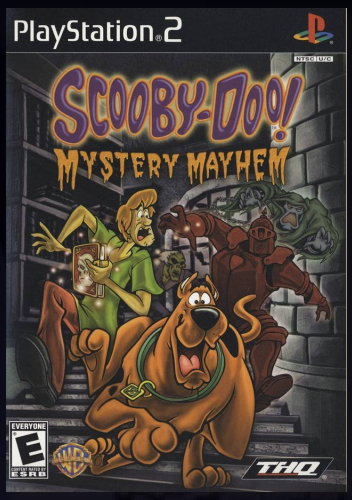
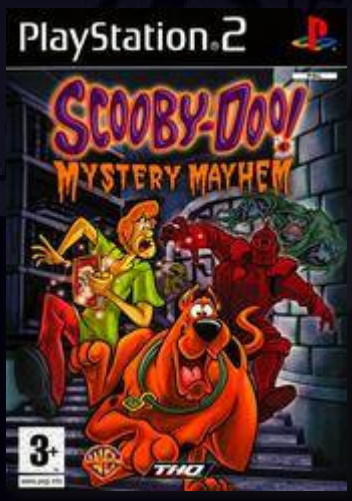
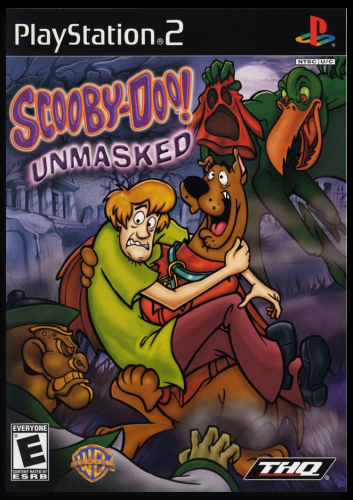
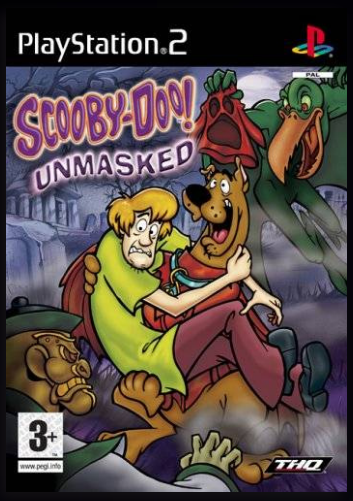




Scooby-Doo! Unmasked

6.1





Developer	Artificial Mind and Movement
Publisher	THQ
Release date	(us) September 12, 2005
Genre	Action-platformer
Mode	1 Player

Scooby-Doo! Unmasked was released in 2005 for the Xbox, PlayStation 2, GameCube, Game Boy Advance, and Nintendo DS.

The game begins with Fred who brings the rest of Mystery, Inc. along to meet his cousin, Jed, who works at the Monstrous Fright & Magic. When they arrive, Jed is missing and is framed for a crime while animatronic monsters are running amuck. The gang must stop the monsters, find Jed and prove his innocence.

Players will guide Scooby to help Mystery, Inc. uncover clues, fight monsters and occasionally save the friends from danger. Players will be visiting several worlds including a China Town and a museum. They will encounter various monsters like the Chinese Zombie and the Black Knight and the only way to get past them is by attacking them with the spin, slide, roll and smash attacks. Also, by collecting mubbers, players can create special costumes that will give them special powers.

In each world, when players have collected enough clues, Velma will ask a few questions in order to figure out who is behind everything, and the players must select the clues that they feel will answer these questions. When that's completed, they will have to fight a boss before Velma will reveal who the identity of the villain.

Players can replay any level as many times as they want so they can collect any missing items they still lack. In the extra menu, players will find Bonus Arts that features various conceptual art pieces used in the making of the game.

Scooby-Doo! Unmasked was met with average reception. GameRankings and Metacritic gave it a score of 64.50% and 62 out of 100 for the Xbox version; 66% and 64 out of 100 for the GameCube version; 65.96% and 61 out of 100 for the PlayStation 2 version; 61.60% and 48 out of 100 for the Game Boy Advance version; and 63.75% and 60 out of 100 for the DS version.

"mobygames.com"

Scooby-Doo! First Frights

5.5

Developer	Torus Games
Publisher	Warner Bros Interactive
Release date	(us) September 22, 2009
Genre	Beat'em up
Mode	1- 2 Players

Scooby-Doo! First Frights is a platform game developed by Torus Games and published by WB Games. The game tied in with the DVD release of Scooby-Doo! The Mystery Begins. This is the fourth Scooby-Doo game to use a laugh track.

Scooby-Doo! First Frights is an action platform game that puts the player in the roles of Mystery Inc. during some of their first mysteries. The gang explores spooky locales such as Rocky Bay, Keystone Castle, and others. The player has to collect clues, solve puzzles, and fend off creepy creatures. After collecting clues the player gets to choose who they think the villain behind each episode is. Correctly guessing grants an additional bonus item.

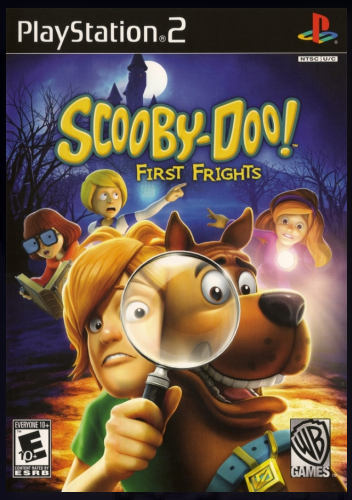
Co-op play allows players to drop-in or drop-out as they please. The game also features dozens of unlockables including trophies and character costumes with unique powers. Unlockables include over twenty costumes and villains to play as.

The game features four unique episodes to play through, each with a chase sequence and final boss battle. The comprise of over 20 different levels spanning a larger variety of environments, such as a spooky forest, crazy fun house, creepy castle, haunted high school, and others.

The gameplay and interface are highly reminiscent of TT Games Lego game series.

The game features two different game modes. "Story Mode" gives the player a specific characters to play through the core story of the game. Players can return to any level they've previously beaten in "Explore Mode" to collect additional hidden items with any unlocked character.

First Frights was met with very mixed reception upon release. GameRankings and Metacritic gave it a score of 58.83% and 56 out of 100 for the Wii version; 53.67% and 54 out of 100 for the DS version; and 53.33% and 53 out of 100 for the PlayStation 2 version.



¿Quién es el villano?

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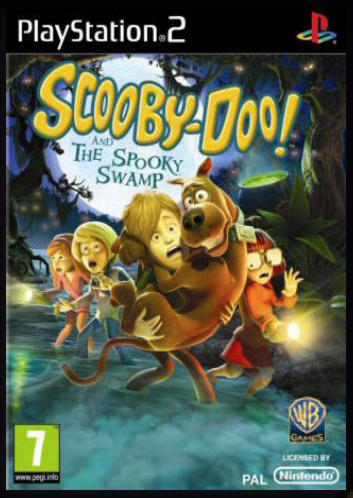
7.5

Scooby-Doo! and the Spooky Swamp



Developer	Torus Games
Publisher	Warner Bros Interactive
Release date	(us) September 14, 2010
Genre	Beat'em up
Mode	1- 2 Players

Scooby-Doo! and the Spooky Swamp is a third-person platform game with action elements. The game was released for the PlayStation 2, Wii, Windows and Nintendo DS consoles. It is the fifth Scooby-Doo! video game title to come to sixth generation consoles. The game is a follow up to Scooby-Doo! First Frights.

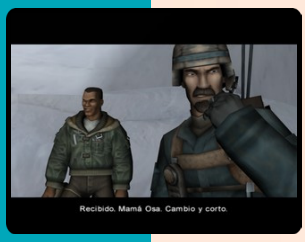
In the game, Scooby and Shaggy are sniffing out food which leads them into a spooky swamp. They meet a resident, Lisa, who asks them to help find ingredients for her stew. Meanwhile they have to solve two mysteries with the Mystery Inc. gang while secretly gathering the ingredients.

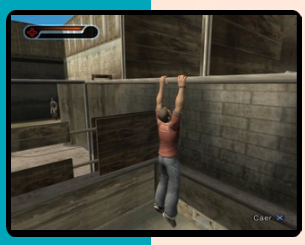
Spooky Swamp is primarily a third-person game with action elements. The player controls the five members of the Mystery Inc. The primary goal of the game is to solve mysteries and find ingredients to Lila's stew. Each character of the gang has different skills and functions. The games has light puzzle elements that allow the player reach higher platforms and objects. The game's combat system allows the character to run, jump, and perform attacks to fend off enemies that are encountered. The whole plot of the game and the stories are original. The game contains many collectibles that are distributed in specific secret locations in the three different locations. The collectibles are: ingredients for a hoagie; the letters of the word 'Scooby'; Scooby-Doo's collar medallion; blue ghosts photographs; and costumes. Collectibles, options, cheat codes, rewards and more can be accessed on the Swamp's Clubhouse. By defeating enemies, small masks are collected; upon reaching a specified number of masks, the information about the equivalent enemy are shown in the Clubhouse. The player can get trophies for doing certain tasks. The player can also play with a friend in multiplayer co-operation.

Just like First Frights, the game interface and its gameplay are highly reminiscent of TT Games Lego game series.

Second Sight

7.6





Developer	Free Radical Design
Publisher	Codemasters
Release date	(eu) September 3, 2004
Genre	Action-adventure
Mode	1 Player

Second Sight is a science fiction action-adventure stealth game, released on the GameCube, PlayStation 2, Xbox and Windows. Players assume control of an American parapsychology researcher, who awakens in a medical facility with no memory of their past and powerful psychic abilities, and breaks out with these powers in order to uncover their past and their involvement in a mission they undertook with a specialist taskforce of the U.S. Marines.

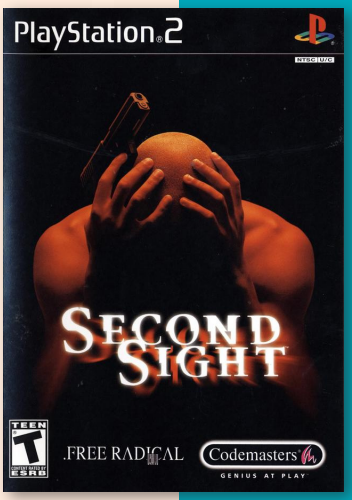
The player mostly controls John from a third-person perspective, though it is possible to switch to first-person view under certain circumstances. During the course of the game the player gets to use telekinesis, healing, charm, projection and possession powers and two types of psychic attack, plus a variety of weapons. Most situations can be tackled with stealth, mindless violence or psychic powers, or a combination of the three.

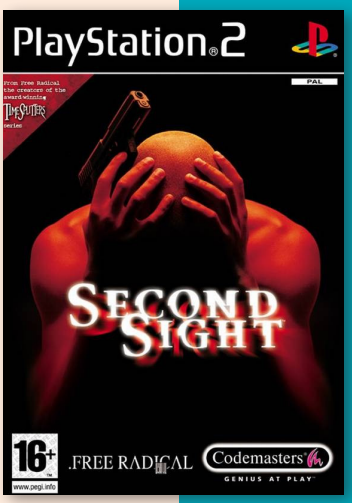
Each level features different situations, ranging from full-scale combat situations, to the use of stealth and subterfuge to get around enemies and achieve important goals.

In addition to enemies, player must also avoid security cameras; these can shut down if the player finds the computer terminal that controls them. If the player is spotted by an enemy/camera when trying to be stealthy, an alarm is triggered that not only increases the number of enemies in the section of the level that the player is in, but also causes all enemies to seek them out and engage them; the alarm is only cancelled out when enemies cannot find the player after a period of time. In some levels, the player must solve a minor puzzle, which may involve anything such as finding a password to operate a computer system.

Since its release, the game's console entries have received mostly favourable reviews, while the PC version received mixed feedback.

On 15 August 2018, it was announced that THQ Nordic have acquired the rights to the game.





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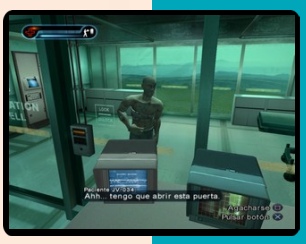
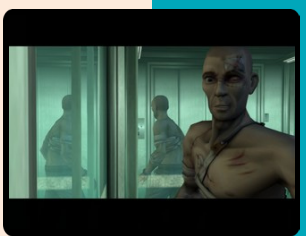
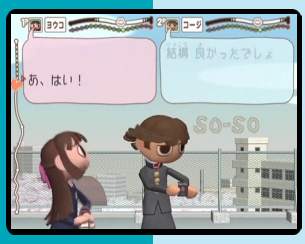




Shibai Michi

8.7



Developer	SCEI
Publisher	SCEI
Release date	(jp) February 13, 2003
Genre	Action
Mode	1-2 Players

Shibai Michi is a party game released in Japan. In the game, players provide the voices for scenes from Japanese TV and anime. The game makes use of a USB microphone that players speak into, following the words on the screen and trying to time it correctly. It's gameplay is similar to that of the SingStar series. Just talk to the microphone! Players get's judged on the three elements of "accuracy", "voice volume", and "emotion".

J

SD Gundam Force: Showdown!

5.8

Developer	Tom Create
Publisher	Bandai
Release date	(us) October 11, 2004
Genre	Third-person shooter
Mode	1 Player

In this action game, players can choose to play as Captain Gundam, Zero the Winged Knight or Musha Bakunetsumaru, choose different weapons, collect items and head into battle. The game features an original storyline, 18 original armors and weapons, and new characters. Players will battle across three worlds to defeat the Dimensional Pirates, rescue Shute from the Dimension Halo and destroy this evil empire from the past.

J N

SD Gundam G Generation Neo

8.5

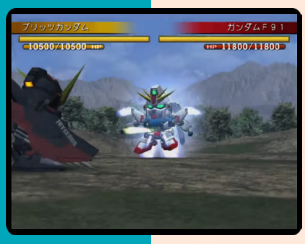
Developer	Tom Create
Publisher	Bandai
Release date	(jp) November 28, 2002
Genre	Turn-based strategy
Mode	1 Player

SD Gundam G Generation Neo was the first SD Gundam game on the PS2. The game follows the stories from the Gundam anime series. In the game, players move units into battle, building their stats over time and vanquishing enemy forces. The game sports all-new 3D polygonal graphics and unit movement and battle system. The game features 150 principal characters, 350 different units to control in battle, and 32 stages.

J

SD Gundam G Generation Seed

8.4



Developer	Bandai
Publisher	Bandai
Release date	(jp) February 19, 2004
Genre	Turn-based strategy
Mode	1 Player

Released in 2004, SD Gundam G Generation SEED was the followup to NEO and the second entry in the series to be released on the PlayStation 2. Players can choose from one of the 2 heroes from the Gundam SEED storyline. The game feature more than 50 playable mobile suits from the anime and more than 40 minutes of CGI and cut-scenes, as well as the combat system, unique weapons and attacks from the anime.

Elements of SEED are where the modern style of the series first began taking shape. SEED is the game responsible for shifting the series in the direction of free choice and minimal linearity as seen in games like Wars and World. It takes the core gameplay of NEO and expands upon the content while substituting a crossover storyline for an essentially complete retelling of the Gundam SEED story along with a less linear stage select mode that players of the newer games will be more familiar with.

Unlike most G Generation games, SEED is divided into two parts: SEED Mode and Generation Mode. In SEED Mode, players will find the aforementioned retelling of the Gundam SEED story in a series of 15 missions, while Generation Mode offers guest appearances of a total of 10 battles from other series. Initially, SEED Mode can only be played in Situation or Normal Mode. Situation Mode is an accurate retelling of Gundam SEED where the player cannot utilize their created team, while Normal Mode offers a slightly different enemy list on each stage and the ability to fight with the players own team alongside the SEED cast in standard G Generation fashion. Generation Mode does not offer a Situation Mode. As players progress through the game, Special Mode will be unlocked for both SEED and Generation Mode, where players will encounter new enemies at increased difficulty. SEED, Generation, Situation, Normal, and Special Modes combine for a total of 65 stages.

"gundam.fandom.com"

Gundam the Best

SD Gundam G Generation Spirits

8.4

J

Developer	Tom Create
Publisher	Bandai
Release date	(jp) November 29, 2007
Genre	Turn-based strategy
Mode	1 Player

SD Gundam G Generation Spirits is a strategy game that is focused on Gundam's "Universal Century" timeline; it covers nearly every UC Gundam series from the original 1979 anime to Victory Gundam, including several manga and videogames never before seen in G Generation.

SD Gundam G Generation Wars

8.4

Developer	Tom Create
Publisher	Bandai
Release date	(jp) August 6, 2009
Genre	Turn-based strategy
Mode	1 Player

SD Gundam G Generation Wars feature a cast of over 700 characters and allows for dream bouts and "What If" scenarios which take place in the Gundam chronology. At the outset of the game, players may choose a hero from 10 series. Once a hero is chosen, the scenarios that follow are based on the actual storylines from the original series.

Early preorders shipped with a bonus SD Gundam G Generation Wars Players Bible.

J

Shaman King: Funbari Spirits

6.9

J

Developer	Dimps Corporation
Publisher	Bandai
Release date	(jp) April 8, 2004
Genre	Fighting
Mode	1-2 Players

Shaman King: Funbari Spirits is a cel-shaded 2D style fighting game. It is a pseudo-sequel to the PlayStation game, Shaman King: Spirit of Shamans.

The game features simple controls and plays quite like a 2D fighter despite being 3D. There is a 2 player mode, adventure story mode, mini game mode, and a free play mode along with training mode.

Shaman King: Power of Spirit

5.4

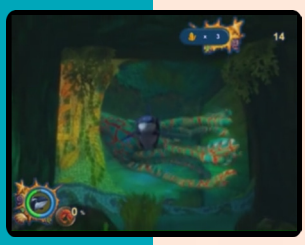
Developer	WinkySoft
Publisher	Konami
Release date	(us) November 9, 2004
Genre	Action-adventure
Mode	1 Player

Shaman King: Power of Spirit features an overall adventure system that also incorporates elements of strategy. When in battle, strategic elements are featured when players are to maneuver on a large grid to a certain position. When they are in front of a specific enemy on the field grid, they can initiate an attack on them. This leads to a segment like a "fighting game" in which they and that specific enemy battle it out.

N P

Sea World: Shamu's Deep Sea Adventures

5.3



N P

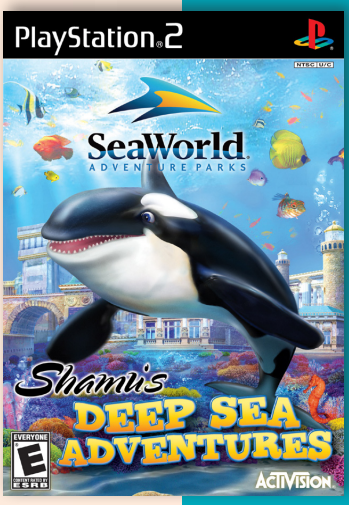
Developer	Sand Grain Studios
Publisher	Activision
Release date	(us) November 1, 2005
Genre	Action
Mode	1 Player

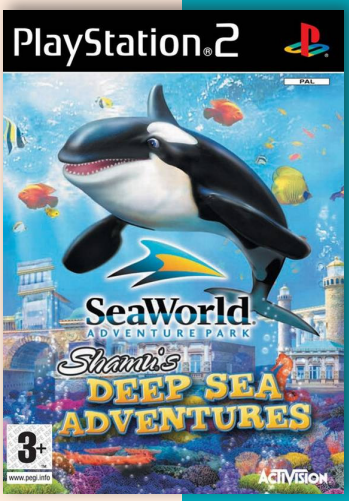
Shamu's Deep Sea Adventures is 3D action game derived from SeaWorld's Shamu orca shows. The game was released for GameCube, Game Boy Advance, Nintendo DS, PlayStation 2, and Xbox.

The game follows the adventures of the killer whale Shamu and the manatee Horatio as they try to stop Poseidon's. Who has plans to raise Atlantis to the surface and replace it for SeaWorld.

The game can be played on three difficulty modes: easy, medium and hard. In the game the player will take control of Shamu and take instructions from Horatio. In addition to a health bar Shamu also has an oxygen bar that need to be replenished to keep going. There is also an agility percentage meter, a higher number will let players perform more animal behavior. Gameplay includes swimming around and collecting items like krill balls and oxygen to replenish health, oxygen and agility. The game is played mostly from a side perspective. While traversing the levels the player has to evade sea mines, solve puzzles, battle the kraken and explore Atlantis.

The PS2 and Xbox versions received "mixed" reviews, while the GameCube and DS versions received "unfavorable" reviews.





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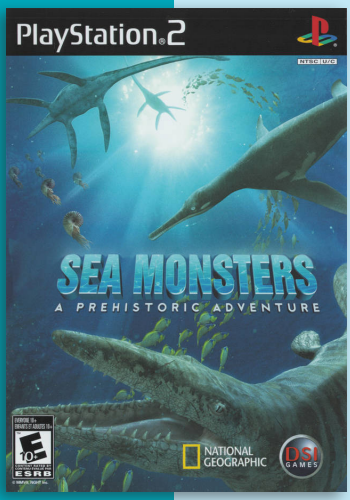
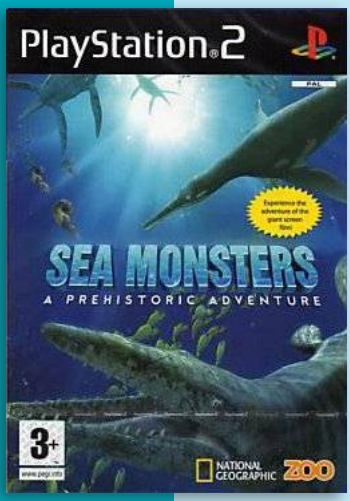
Sea Monsters: A Prehistoric Adventure





Developer	Atomic Planet Entertainment
Publisher	DSI Games, (eu) Zoo Digital Publishing
Release date	(us) February 4, 2008
Genre	Action-adventure
Mode	1-2 Players

Sea Monsters is based on the National Geographic CGI documentary of the same name. It was released on the Wii, PlayStation 2, and Nintendo DS on October 25, 2007. The documentary film, Sea Monsters, was well received by critics. The tie-in video game, however, was panned.

The game is set in earth's underwater world from millions of years ago and is portrayed as a dangerous environment with different kinds of predators keeping the ecosystem intact.

Players take command of six different prehistoric marine reptiles, each with their own skills and weaknesses. A large part is spent on exploration. The creatures need to hunt prey, avoid or defeat foes, unlock hidden challenges and eventually find a way to escape the dangerous waters.

Next to regular attacks, the creature can dodge an incoming attack and a bite icon appears. Quickly select it and the next attack will be much stronger. Some monsters have special abilities, activated by tapping the sonar icon in the bottom left corner when it becomes visible. This allows them to swim stealthily, dig, break rocks or jump.

The creature's status is tracked through three parameters: health (hunger), stamina and oxygen. Health and stamina can be replenished by eating small creatures, while oxygen requires a regular trip to the surface. Creatures cannot dive deeper than fifty feet underwater. The bottom screen shows a large sonar. Dangerous monsters are bright red spots, food is green, collectible fossils are yellow (used to unlock new monsters) and portals are blue. Some fossils can only be found by defeating monsters or by completing challenges. Through their abilities, new monsters get access to new areas in the open sea, which serves as a hub. There are also a few wildcard fossils to move on to unlock any monster.

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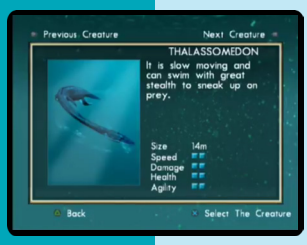

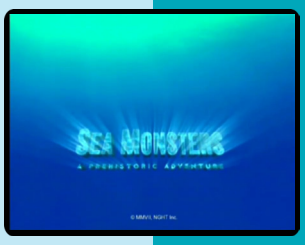

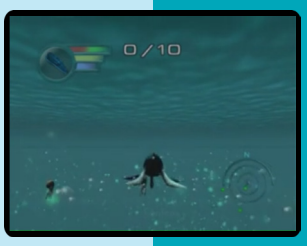

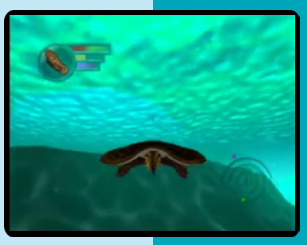

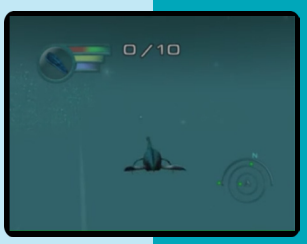

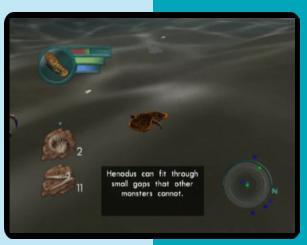

Secret Agent Clank

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Developer	Sanzaru Games
Publisher	SCEA, (eu) SCEE, (au) SCE Australia
Release date	(us) May 26, 2009
Genre	Action-platformer
Mode	1 Player

Secret Agent Clank is a platformer first released on the PlayStation Portable. The game is the second and last game in the Ratchet & Clank series released for the PSP, and the sixth and last game in the Ratchet & Clank series released for the PS2.

In the game, Ratchet is sent to prison, and it's up to Clank in his Secret Agent persona to save him, and eventually, the entire universe.

As the title suggests, the theme of the game is a spoof of the James Bond series, though it is technically based on the Secret Agent Clank element of Up Your Arsenal. To fit with the James Bond theme, Clank has an array of helpful gadgets and devices on his tuxedo. Clank has six weapons in his inventory: the Tie-a-Rang, Cuff Link Bombs, Tanglevine Carnation, Blowtorch Briefcase, Thunderstorm Umbrella, and Holo-Knuckles. Also, throughout the game, Clank will find weapons that Ratchet can use. Clank secretly put the weapons in cakes, then sends them to prison for Ratchet to pick up. Clank has the opportunity to gain access to a snowboard and other vehicles. The player can upgrade Clank's "Clank-Fu" fighting moves and weapons, similar to the weapons-leveling system in traditional Ratchet & Clank games. The player can learn new techniques, as well as various finishing moves.

Ratchet is playable in prison and fights different enemies that he have put behind bars. The series' boastful hero Qwark tries to get in on the action and follows Clank around taking credit for his accomplishments. Players get to play as Qwark and help him complete his exaggerated tales.

The gameplay for Clank features a blend of stealth and action. He is also featured in a rhythm game for various cinematic spy infiltrations and various driving challenges. Ratchet features his run and gun gameplay in arenas similar to the other games in the series. Qwark has a variety of boss battles and other gameplay challenges that changes as he revises his tall tales.

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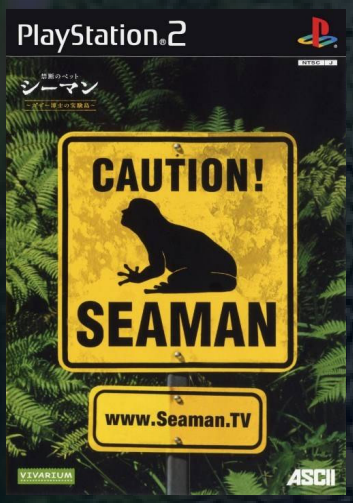

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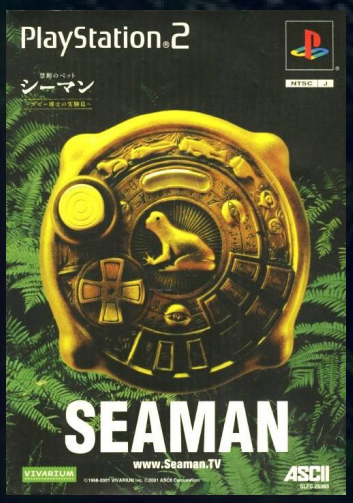
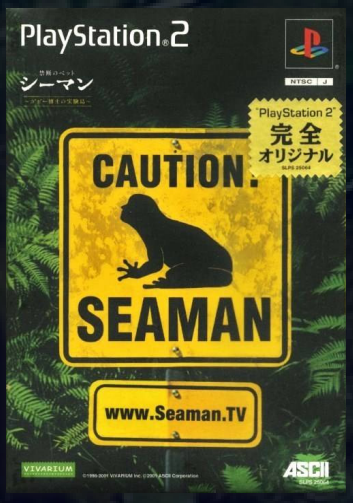


Limited Edition (w/controller)



Seaman

Developer	ASCII Entertainment
Publisher	ASCII Entertainment
Release date	(jp) November 15, 2001
Genre	Simulation
Mode	1 Player

Seaman is a virtual pet game originally released for the Sega Dreamcast. It is one of the few Dreamcast games to take advantage of the microphone attachment. The narration is voiced by Toshiyuki Hosokawa in the original Japanese-language version and by Leonard Nimoy in the English-language Dreamcast version. The face of the Seaman creature is actually that of the game's producer, Yoot Saito.

In 2001, Seaman was re-released in Japan for the PlayStation 2 as Seaman: Kindan no Pet - Gaze Hakushi no Jikken Shima, the first edition of which came with a microphone and a special controller. A Windows version was planned, with the Seaman being able to interact with the user's applications. No release date was specified, and it was later cancelled.

As a new pet owner, the player is given the responsibility of caring for and learning about the enigmatic "Seaman" species, using a replica of the discoverer's, Dr. Jean Paul Gassé, laboratory. The player must figure everything out by themselves, such as appropriate care, with some guidance from the narrator.

The "Seaman" is a form of freshwater fish (the color and shape of the fins suggest that it is a Carp) with a human face. It possesses human mannerisms and behavior with which the player interacts.

Seaman is considered a unique video game in that it presents limited action. The player's role is to feed and care for Seaman, while providing him with the company that he needs. A portion of Seaman's knowledge is random trivia. When he asks what the player's birthday is (and the player responds via the microphone input), Seaman will then share significant events which happened on that date.

The Seaman becomes fairly domesticated, but this does not prevent it from insulting the player or constructing less-than-friendly remarks.

The player is provided with an unhatched Seaman egg at the beginning of the game and through various terms of development and conditions develops and interacts with it. By using various buttons on the controller, the player controls all of the machinery and physical contact with the mysterious creature. The player is also provided with multiple Seamen for breeding and interaction purposes. Over the course of the game, it is required of the player to evolve their Seaman to different stages in its life cycle, eventually transforming into a frog-like creature outlined on the game cover.

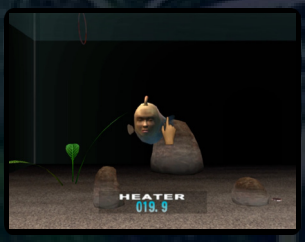
In the Seaman's first days of life, it begins as a Mushroomer, a form consisting of a well-developed optic organ and a flagellum, lacking a face or any verbal means of communication. In this form, it is essentially a parasite, which overruns a host Nautilus via being eaten and consumes it from the inside out for nourishment. Mushroomers tend to stick to one side of the tank by the ends of their flagellum if left alone. In this stage, the player's interaction is somewhat minimal and plays similar to a tutorial, allow-

ing the player to learn to control the heat in the fish tank, direct the Mushroomers, and clean out any filthy water that has accumulated over time. In the fish tank a cephalopod which is a nautilus swims around and eats the mushroomers. Later in the game the nautilus began squirting ink and takes off its shell. Then it squirms in agonizing pain. In the end, the seaman pop out of the nautilus and it dies.

After emerging from the deceased body of the Nautilus, the organism enters a stage called the Gillman, which features a humanoid face and small, fish-like body. During this stage, the Seaman becomes capable of speech but can only speak in gibberish copying and reiterating comments through a microphone input. At this stage, the player will begin the communication process and continue facilitating the aquarium as the Gillman grows larger, developing scales and a larger vocabulary. Just as the Gillman matured and can speak a little, they soon kill one another until only two remain. Their genders are indeterminate, however. When they get to a certain point, you can name one of them, and it will change its color and gender.

In the Podfish stage, the Seaman is still fish-like in appearance and is similar to that of the Gillman but has frog like legs. After mating, the male Podfish dies. The aquarium is also transformed into a terrarium, being drained of most of the water and introducing land and oxygen to breathe, the female then lays eggs on the shore. Shortly after the deposit of the eggs, the female also dies, leaving the player with the hatching of a new evolutionary stage.

Instead of the introduction of new Mushroomers like the player began the game with, the player is provided with a new form called Tadmen. They look like the baby Gillman but they have tadpole tails, tadpole bodies, but they still have the deep voice from their parents. When they get older their bodies get bigger and small legs and arms begin to form. The Tadmen's diet consists of feeding upon their fellow siblings until the number is reduced to two. When this happens, the siblings will climb ashore and walk on land becoming known as the frogman.



The Frogman is the Seaman's final stage of its maturity process. It has now become an amphibious creature, with its humanoid face and a frog's body. Now able to co-exist between the habitats of water and dry land, the Frogman is now capable of powerful leaps and the consumption of insectoid organisms; however, like the real-world frog, the creature still requires the moisture of water to stay alive and the player is now provided with a sprinkler system to achieve this. It is also at this stage where the player releases the seaman into the wild. While anything concerning metamorphosis and reproduction are left to speculation while the Frogmen are in the wild, it can be assumed the Seaman will eventually lay Mushroomer eggs and start the cycle over.

In Japan, the Dreamcast version of Seaman sold 399,342 copies as of February 1, 2004, making it the third best-selling Dreamcast game in the region at the time. The PlayStation 2 version of the game sold 305,632 in Japan as of November 2, 2008.

Famitsu rated the original Dreamcast version of the game 29/40, and scored the PlayStation 2 remake a 31/40. Seaman received an Excellence Award for Interactive Art at the 1999 Japan Media Arts Festival and received the Original Game Character of the Year award at GDC 2002. In 2008, Game Informer named the game one of the top ten weirdest of all time.

Seaman: Kanzenban

6.6

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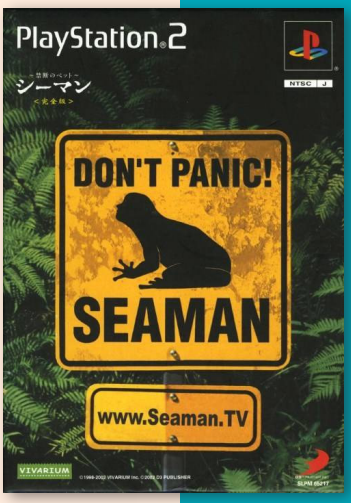
Developer	D3Publisher
Publisher	D3Publisher
Release date	(jp) February 27, 2003
Genre	Simulation
Mode	1 Player

While the first Seaman PS2 version released in 2001 was a remake with minor changes, the Seaman: Kanzenban ("Seaman full version") featured more content, including more than four times more words than the original game, making the conversation between the player and seaman more interesting.

Like the limited edition of the first game, a microphone was included with this game as well.

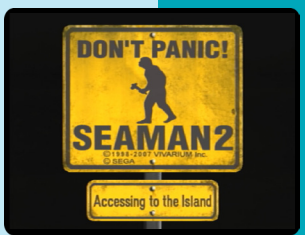


Seaman 2

6.6

Developer	Vivarium
Publisher	Sega
Release date	(jp) October 18, 2007
Genre	Simulation
Mode	1 Player

Seaman 2: Pekin Genjin Ikusei Kit ("Seaman 2: The Peking Man Rearing Kit") is a god game / virtual pet game for the PlayStation 2. It is the sequel to Seaman. Seaman 2 plays much like the original Seaman, but instead of playing as an actual inhabitant the player is much more of a god, with the ability to alter environments to give things to the island's inhabitants.



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Shanghai: Four Elements

8.4

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Developer	SunSoft
Publisher	SunSoft
Release date	(jp) September 28, 2000
Genre	Puzzle
Mode	1 (-4) Player(s)

The Four Elements feature three different levels of difficulty and four different kinds of modes based on the elements. These specialized options include the standard game of Mahjong, Mahjong Float, Mahjong Window Storm, and Mahjong Candlelight. Interestingly enough, The Four Elements carries an Activision branding on its menus, though the American company's only involvement was the licensing of the its title, Shanghai.

Sentou Kokka Kai: New Operations

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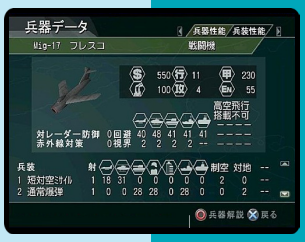

Developer	Kadokawa
Publisher	Kadokawa
Release date	(jp) March 31, 2005
Genre	Turn-based strategy
Mode	1-3 Players

The game is part of a war simulation series featuring real locations and battle scenes from World War II, the Korean War and other well-known wars. This game, based upon Sento Country-Kai, feature new maps for the campaign mode as well as new army units. Some large scale maps that weren't included in the original are now realized on the PS2.

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Sentou Kokka Kai: Legend

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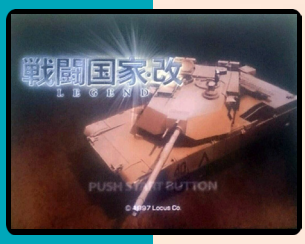

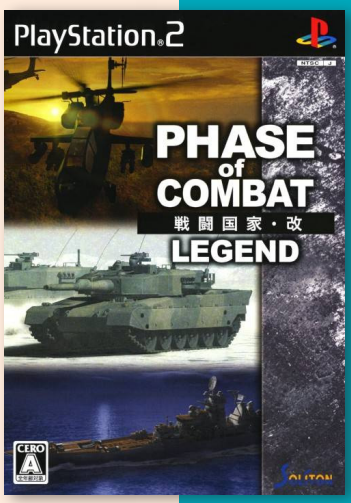

Developer	Opera House
Publisher	Soliton
Release date	(jp) June 21, 2007
Genre	Turn-based strategy
Mode	1-3 Players

The game was developed by Opera House and published by Soliton, is another title in the war simulation series. The game is a remake of the original PlaySation 1997 release but with a better balance on the gameplay, new weapons and a large number of maps. The game was developed by many of the original team members.

Completed maps can later be played in fee-play.

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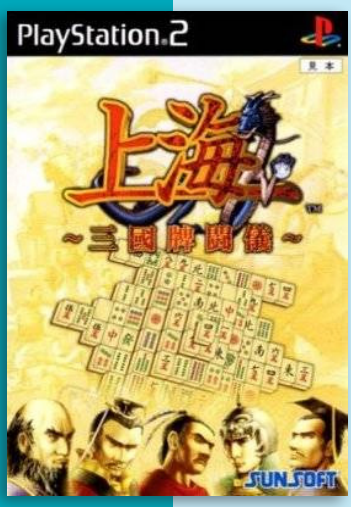
Shanghai: Sangoku Pai Tatagi



Developer	Warashi
Publisher	SunSoft
Release date	(jp) December 19, 2002
Genre	Puzzle
Mode	1-2 Players

Shanghai: Sangoku Haitōgi is a version of the tile-matching game Shanghai featuring a Chinese "Three Kingdoms" setting. The goal of the game is to remove mahjong tiles from a stack in matching pairs. The game includes a no-frills Classic mode, a "Three Kingdoms" story mode, skill test and versus modes, plus a new mode that adds the ability to save extra tiles for later.

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Sega Ages 2500

Sega Ages is a series of video game ports, remakes, and compilations published by Sega. It consists of Sega arcade games and home console games, typically those for the Sega Genesis and Master System. The series was launched on the Sega Saturn in 1996. After the Playstation 2 series the series later came to the Xbox 360 and PlayStation 3 as Sega Ages Online, and finally to the Nintendo Switch as simply Sega Ages. The name Sega Ages is a palindrome, with "Ages" being backwards for "Sega" — this was previously used by Sega in European marketing strategies from the late 1980s to early 1990s.

The Sega Saturn and PlayStation 2 releases usually feature a singular game alongside extras such as remakes or developer info, and sold at a low price point. Most of these releases were exclusive to Japan.

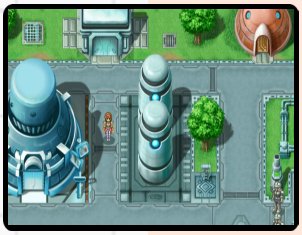
The Playstation 2 series was released in 2003 and concluding in 2008, known as the Sega Ages 2500 series - this title comes from the ¥2500 price point the game had. The series was created from Sega's interest in the success of D3 Publisher's Simple budget-title video game series, which features low-budget games at a low price point. This interest would lead to Sega and D3 Publisher forming a new subsidiary company in 2003, known as 3D Ages (スリーディー・エイジス/3Dエイジス Surīdī Eijisu), with the sole reason to create games under the Sega Ages 2500 series. Later in 2004, D3 Publisher would leave the project and give Sega complete control of the company.

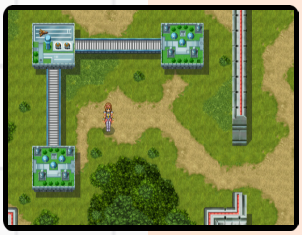
The main focus of the series was to remake older Sega video games with 3D visuals, alongside improved sound and gameplay. Following the departure of D3 Publisher, the series would soon shift into featuring compilations of other Sega video games alongside remakes of these games. The series officially concluded in 2008 after 33 entries, although several other Sega Ages 2500 games, featuring games such as Streets of Rage, Alex Kidd and Sonic the Hedgehog, were planned for release. 3D Ages was disbanded in late 2005 and absorbed into Sega.

Due to complications with Sony Computer Entertainment America, Sega was disallowed from releasing the games individually outside Japan. Instead, nine of the games in the Sega Ages 2500 series would be compiled into the Sega Classics Collection compilation for the PlayStation 2, released in North America by Sega in 2005 and in Europe by Conspiracy Entertainment in 2006.

Sega Ages 2500 Series Vol. 01: Phantasy Star: Generation:1

7.5





Developer	Sega
Publisher	Sega
Release date	(jp) August 28, 2003
Genre	Role-playing
Mode	1 Player

The original game, Phantasy Star, is a role-playing game first developed by Sega and released for the Master System in 1987. Phantasy Star tells the story of Alis on her journey to defeat the evil ruler of her star system, King Lassic, after her brother dies at his hands. She traverses between planets, gathering a party of fighters and collecting the items she needs to avenge her brother's death and return peace to the star system.

Phantasy Star is considered a landmark RPG for its use of predetermined characters, a science fantasy setting, and one of the first female protagonists in games.

Phantasy Star - Generation:1 retains many cardinal aspects of the original, including story, characters, basic battle system, and first-person 3D dungeon navigation. However, the remake has a noticeably more linear progression, generally not allowing free-roaming and exploring locations outside of the order prescribed by the plot. Typically, specific dialogues are now needed to trigger an event that would lead the player to the next destination. Instead of one dungeon key that allows exploring any dungeon, each one has a particular key that has to be obtained in a unique fashion. Also, several locations that were optional in the original game are now mandatory.

There are some gameplay-related changes and additions: there are more weapons, more levels to gain for the characters, additional items and spells, as well as combo attacks which can be performed by equipping various crystals in addition to a specific weapon. Other changes include updated graphics (pre-rendered for towns and overworld, real-time 3D for dungeons), as well as more dialogue and characterization. It is now possible to talk to companions and engage in longer and more varied conversations with the NPCs in towns.

A complete fan translation of Phantasy Star Generation: 1 was released by fan site Phantasy Star Cave.

Limited Edition

J

Sega Ages 2500 Series Vol. 02: Monaco GP

6.0

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Developer	Sega
Publisher	Sega
Release date	(jp) August 28, 2003
Genre	Racing
Mode	1-2 Players

Sega Ages 2500 Series Vol. 2: Monaco GP is the second entry in the Sega Ages 2500 series for the PlayStation 2.

Monaco GP is a remake of the original 1979 arcade release of Monaco GP, sporting vastly updated graphics and audio. There is an "original" mode which mimicks the arcade game, and a "grand prix" mode which adds fifteen new courses, multiple camera viewpoints, powerups and a jump button. There are a number of other gameplay changes in this mode, and multiplayer support.

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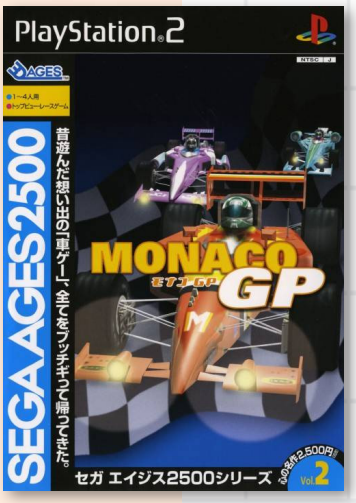
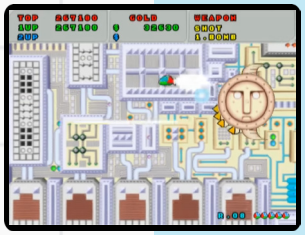


Sega Ages 2500 Series Vol. 03: Fantasy Zone



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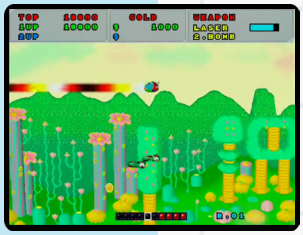

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Developer	Sims
Publisher	Sega
Release date	(jp) August 28, 2003
Genre	Shooter
Mode	1 Player

The original game, Fantasy Zone, was a 1985 arcade game by Sega, but released internationally in 1986, and the first game in the Fantasy Zone series. It was later ported to a wide variety of consoles, including the Sega Master System. The player controls a sentient spaceship named Opa-Opa who fights an enemy invasion in the titular group of planets. The game contains a number of features atypical of the traditional scrolling shooter. The main character, Opa-Opa, is sometimes referred to as Sega's first mascot character.

Unlike many of the other Ages 2500 releases Fantasy Zone maintains the look and feel of the original 2D graphics with the use of cell-shaded 3D graphics. Two game modes are available, including the original and an arrange version which includes animated cutscenes, as well as 3rd-person bonus stages after key boss fights.

Sega Ages 2500 Series Vol. 04: Space Harrier

6.3

Developer	Tamsoft Corporation
Publisher	3D-Ages, (re-issue) Sega
Release date	(jp) September 25, 2003
Genre	Shooter
Mode	1 Player

The original game, Space Harrier, was an arcade game developed and released by Sega Enterprises in December 1985. Originally conceived as a realistic military-themed game played in the third-person perspective and featuring a player-controlled fighter jet, technical and memory restrictions at the time resulted in Sega developer Yu Suzuki redesigning it to fit a fantasy setting centered around a jet-propelled human character.

The remake features the game includes new weapons, a textured mode that includes randomly generated terrain as opposed to the simple checkerboard plains of the original, and new “tunnel” levels that take the action underground. Each of these inclusions can be individually switched off for those that want the original experience.

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Sega Ages 2500 Series Vol. 05: Golden Axe

6.3

J

Developer	Sims
Publisher	3D-Ages, (re-issue) Sega
Release date	(jp) September 25, 2003
Genre	Beat-’em-up
Mode	1-2 Players

Golden Axe is a side-scrolling beat ‘em up and was first released in 1989 by Sega for the System 16-B arcade hardware.

The remake is presented entirely in 3D. It is mostly the same game as before, but now features cut-scenes, magic which regenerates slightly after an enemy is killed, and enemies now have life bars. It also has an arranged soundtrack.

Unlike the previous games in the series, this remake received mostly negative responses from the players due to the poor graphics, clunky controls and overall lack of impact of attacks. Other than the rearranged soundtrack, it is considered one of the worst Sega Ages volumes ever released.

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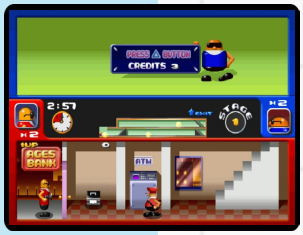
Sega Ages 2500 Series Vol. 06: Ichini no Tant-R to Bonanza Bros.

7.0



J

Developer	Japan Art Media, (sound) Cube
Publisher	3D-Ages, (re-issue) Sega
Release date	(jp) January 15, 2004
Genre	Compilation
Mode	1-4 Players

This game is the first compilation to be released as part of the Sega Ages 2500 series. It contains both an upgrade of the original 1990 arcade release of Bonanza Bros. and an updated version of Puzzle & Action: Tant-R, first seen in 1992. Bonanza Bros. is almost identical to the original, bar a few small cosmetic changes, whereas Tant-R has received higher definition graphics and several minigames from its sequel, Puzzle & Action: Ichidant-R.

Puzzle & Action is a collection of party-oriented mini games for up to four players, usually consisting on defeating the other players in a specific challenge several times in a row.

The object of Bonanza Bros. is to travel stealthily around each building while avoiding guards, retrieve several objects within a time limit, and move to the roof where a blimp is expecting the player with the loot.

Sega Ages 2500 Series Vol. 07: Columns

5.2

J

Developer	Sims
Publisher	3D-Ages, (re-issue) Sega
Release date	(jp) December 18, 2003
Genre	Puzzle
Mode	1-2 Players

Vol. 7 is an upgrade of the original 1990 arcade release of the match-three puzzle game, Columns, including an “original mode” (which is practically identical to the arcade release) and an updated mode, featuring pre-rendered 2D graphics and various visual and audio upgrades. There is also a versus mode where players can play against the computer, otherwise it is not too dissimilar from the original version.

The games were released out of order for some reason — this one was released a few weeks before Volume 6, unless Sega, 3D-Ages, and SCEJ all accidentally switched the dates on both their websites.

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7.6

Sega Ages 2500 Series Vol. 08: Virtua Racing -FlatOut-

Developer	Vingt-et-un Systems
Publisher	3D-Ages
Release date	(jp) February 26, 2004
Genre	Racing
Mode	1-2 Players

This is a remake of Sega's Virtua Racing, or V.R. for short. The game is a Formula One racing game, originally developed by Sega AM2 and released in 1992. Though its use of 3D polygonal graphics was predated by arcade rivals Namco (Winning Run in 1988) and Atari (Hard Drivin' in 1989), Virtua Racing had vastly improved visuals in terms of polygon count, frame rate, and overall scene complexity, and displayed multiple camera angles and 3D human non-player characters.

The remake feature higher resolution graphics and slightly improved draw distances. It also contains three new tracks and four new vehicles, making a total of six and five, respectively. This content is completely separate from the previous Sega 32X and Sega Saturn versions of the game.

J

Sega Ages 2500 Series Vol. 09: Gain Ground

6.3

J

Developer	3D-Ages, Warashi
Publisher	3D-Ages, (re-issue) Sega
Release date	(jp) February 26, 2004
Genre	Shooter
Mode	1-2 Players

Vol. 9 is an upgrade of the original 1988 arcade release of Gain Ground, being presented entirely in 3D. It is mostly accurate to the arcade version, however adjusts some stages to better suit the aspect ratio and has an optional bugfix on stage 4-8. Also it only supports a maximum of two players, as opposed to the arcade's three. There is an extra mode unlocked after beating the game once, where graphics are altered, statistics are changed and a new soundtrack comes into play.

A top-down action game, the objective of Gain Ground is to clear each stage by defeating all the enemies or reaching the goal with the small squad of warriors. The strategy is in figuring out which soldiers to use in each stage, as each has a different attack mode (straight shooting, lobbing grenades, etc.) which serves different purposes.

Sega Ages 2500 Series Vol. 10: After Burner II

7.0

J

Developer	Sims
Publisher	Sega
Release date	(jp) March 18, 2004
Genre	Shooter
Mode	1 Player

After Burner II is an arcade-style flight game first released by Sega in October 1987. It is the second game in the After Burner series. In the game, players fly a F-14 Tomcat jet fighter, gunning down enemies while avoiding incoming fire.

The remake is presented entirely in 3D. Aside from this, it is essentially the same as before but with extra options such as unlimited continues. There is an "arranged" mode which lets players play as different planes, but it does not significantly affect gameplay.

Sega Ages 2500 Series Vol. 11: Hokuto no Ken

Developer	Sims
Publisher	3D-Ages, (re-issue) Sega
Release date	(jp) March 25, 2004
Genre	Beat-'em-up
Mode	1 Player

Hokuto no Ken, known as Black Belt in the west, was first released as a side-scrolling single-plane beat 'em up game for the Master System in 1986. The game is based on the manga and anime series of the same name (which would later be published as Fist of the North Star in English).

The game is composed of six left-to-right side-scrolling stages in which the player-character faces different types of underlings (depending on the stage), facing the occasional sub-boss at midpoints of certain stages. Keeping true to the anime, underlings violently explode upon being punched or kicked. At the end of each stage, player-character must confront the stage's boss, each being susceptible to only one type of attack.

The remake updates the original with new polygonal graphics as well as reworked music and SFX, including full voiceovers for all characters. Also available is the emulated original version for the Master System.

6.0

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Sega Ages 2500 Series Vol. 12: Puyo Puyo Tsuu Perfect Set

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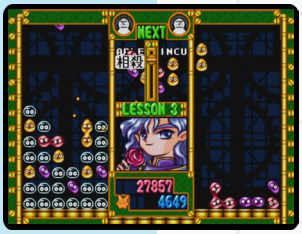

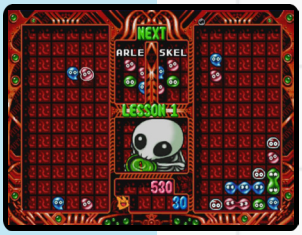

Developer	Sega
Publisher	3D-Ages, (re-issue) Sega
Release date	(jp) May 24, 2004
Genre	Puzzle
Mode	1-2 Players

As the name may suggest, Puyo Puyo Tsuu Perfect Set is an upgrade of Puyo Puyo Tsuu, originally released for Sega System C-2 arcade hardware. Though the original was not strictly a Sega game, Sonic Team had acquired the Puyo Puyo series from Compile by this point, making it a Sega property.

Perfect Set is very much like the original game, but with higher resolution graphics, the ability to choose between enhanced sound and System C2 sound, all the features of later versions of the original (such as the 36-opponent "Super Quest" mode from the Sega Saturn port) and a variety of extra modes such as a "Nazo Puyo" mode. It also features an Omake mode, with trailers for all games in the Sega Ages 2500 series released up to that point.

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Sega Ages 2500 Series Vol. 13: OutRun

7.5

J

Developer	Sims
Publisher	3D-Ages, (re-issue) Sega
Release date	(jp) May 27, 2004
Genre	Racing
Mode	1 Player

Out Run was first released as an arcade game by Sega in September 1986. It is known for its pioneering hardware and graphics and innovative features such as nonlinear gameplay and a selectable soundtrack with music composed by Hiroshi Kawaguchi. Designed as a racing game where the goal is to avoid traffic and reach one of five destinations, Out Run was set up for players to enjoy the experience of driving.

Whereas the "original" mode is almost identical to the arcade game (with an option to switch between the slightly different Japanese and overseas courses), an "arrange" mode offers an entirely new course, rival cars and more mountainous terrain to take advantage of the 3D visuals. There is also an arranged soundtrack.

Sega Ages 2500 Series Vol. 14: Alien Syndrome

5.9

Developer	h.a.n.d. Inc.
Publisher	3D-Ages
Release date	(jp) July 29, 2004
Genre	Run and gun
Mode	1-2 Players

Alien Syndrome is a run and gun game originally developed by Sega and released in arcades in 1987. Two players control two soldiers who fight their way through large eight-way scrolling levels while rescuing their comrades who are being held by aliens. After they have rescued a certain number of hostages, the exit opens and they can pass through it in order to fight the end-of-level guardian.

The remake acts as a re-imagining of the 1987 release, with much darker visuals presented entirely in 3D. Though it is a slower game, the player can take more than one hit and can fire in any direction using the right analogue stick (similar to Robotron 2084 or Smash T.V.). Players can also rapid-fire in a single direction while moving in any direction.

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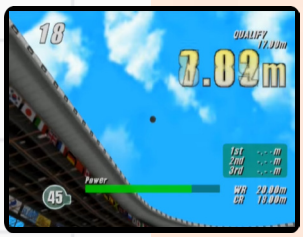
Sega Ages 2500 Series Vol. 15: Decathlete Collection

6.5



Developer	Sega
Publisher	3D-Ages, (re-issue) Sega
Release date	(jp) July 29, 2004
Genre	Compilation
Mode	1-2 Players

The game features reworked versions of 3 classic Sega titles, Decathlete, Winter Heat and Virtua Athlete 2K all sharing similar gameplay mechanics which reward coordinated button mashing as seen on similar sport titles.

The remake stands as the second compilation in the series and the final game to be developed by 3D-Ages. The three games feature improved graphics and other minor adjustments. It's missing some features, such as the ability to create characters and the internet features of Virtua Athelete 2K, but it adds more computer players to Decathlete and changes some camera angles.

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7.4

Sega Ages 2500 Series Vol. 16: Virtua Fighter 2

Developer	Sega AM2
Publisher	Sega
Release date	(jp) October 14, 2004
Genre	Fighting
Mode	1-2 Players

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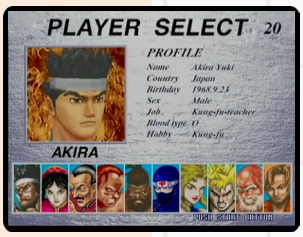
Virtua Fighter 2 is a fighting game developed by Sega. It is the sequel to Virtua Fighter and the second game in the Virtua Fighter series. It was created by Sega's Yu Suzuki-headed AM2 and was first released in the arcade in 1994.

Virtua Fighter 2 was known for its breakthrough graphics. It introduced the use of texture-mapped 3D characters, and motion capture animation technology.

The PS2 remake is simply a port of the arcade version, with various options including the ability to change the resolution to 640x480 and the framerate to 60FPS (it runs at 57.5FPS in the arcades). It is missing team battle and practice modes found in the Sega Saturn version and has some graphical glitches.



Sega Ages 2500 Series Vol. 17: Phantasy Star Generation:2

7.6

Developer	Sega
Publisher	Sega
Release date	(jp) March 24, 2005
Genre	Role-playing
Mode	1 Player

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Phantasy Star II is a role-playing game developed and published by Sega originally for the Sega Genesis. It was released in Japan and North America in 1989, and in Europe in 1990.

The game serves as a sequel to the original Phantasy Star and takes place 1,000 years after the events of its predecessor and follows the journey of a government agent named Rolf and his friends.

This game is much like Phantasy Star Generation: 1, except that it stands as a remake of Phantasy Star II. Like the first "generation" a number of tweaks were made to bring it in line with more modern RPGs, and the graphics and sound have been updated.

Also included is an emulated version of the Mega Drive Phantasy Star II (the Japanese version).

7.9

Sega Ages 2500 Series Vol. 18: Dragon Force

J

Developer	Sega
Publisher	Sega
Release date	(jp) August 18, 2005
Genre	Real-time strategy
Mode	1 Player

First released on Sega Saturn in 1996, Dragon Force is a real-time strategy and tactics role-playing game from Sega.

The player assumes the role of one of eight rulers vying for control of Legendra. Each ruler has a set of generals under their command, and each general commands an army of up to 100 soldiers. Armies travel between towns and castles via fixed routes on an overhead scrolling map, much like the earlier Saturn game Romance of the Three Kingdoms IV: Wall of Fire. When armies of different nations meet, they engage in battle.

The game uses the standard "world map/battle view" couple of interfaces with the difference being that gameplay is divided in real-time phases in which players must perform all their actions in real time before the timer runs out. 2D animated cutscenes signal each major plot event as well as introduces new generals that can be added to the armada. Many generals have feuds or alliances with other generals so the players must consider weaker but friendlier generals that allow the player to form alliances.

For the PS2 re-release new polygonal elements have been introduced (such as a 3D world map) and the original 2D artwork has been cleaned up. New quests, characters and items have been included and the 2D cutscenes have been completely redone with complete voiceovers.

The Sega Saturn release received critical acclaim, with reviews lauding the game's balance of war simulation with RPG elements and the visual spectacle of the battle sequences. Most critics also praised the story, with Next Generation in particular stating that *"the story in Dragon Force is so well integrated that the game almost feels secondary. Each major character in the game approaches world conquest with a different motive, and gameplay changes accordingly. ... Seamlessly welding both traditional wargaming and RPG elements, Working Designs and Sega have created a classic that should appeal to fans of both genres."*

Sega Ages 2500 Series Vol. 19: Fighting Vipers

7.7

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Developer	Sega
Publisher	Sega AM2
Release date	(jp) April 28, 2005
Genre	Fighting
Mode	1-2 Players

Fighting Vipers is a 3D fighting game developed by Sega AM2. It uses the same game engine as AM2's Virtua Fighter 2 but features enclosed arenas and an armor mechanic, and was targeted more towards Western audiences, using a U.S. setting and more freeform styles of martial arts. The game was first released in the arcade in 1995 using the Sega Model 2 hardware, and became one of the highest grossing arcade games of 1996.

For the PS2 remake SEGA once again emulated their Model2 hardware under the PS2 to ensure an arcade perfect conversion, including the ability to run the game at 60fps or at 57.96fps (the actual speed of the original arcade version). Includes single, ranking and vs gameplay modes. None of the extra features of the Sega Saturn port were included.

Sega Ages 2500 Series Vol. 20: Space Harrier Complete Collection

7.0

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Developer	M2
Publisher	Sega
Release date	(jp) October 27, 2005
Genre	Compilation, Shooter
Mode	1 Player

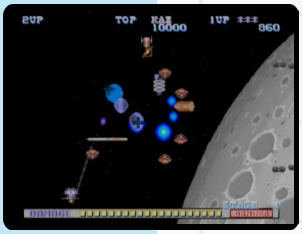
Space Harrier is a fast-paced rail shooter game played in a third-person perspective behind the protagonist, set in a surreal world.

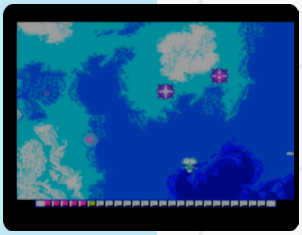
As the name suggests, this game is a compilation of emulated Space Harrier games, including Space Harrier, Space Harrier (SMS), Space Harrier (GG), Space Harrier 3D, Space Harrier II, and Sega Mark III error screen demo.

It comes with a number of options, such as resolution changes, filters and 2D/3D support for Space Harrier 3D (and the resources for making red/blue 3D glasses). Also included are scanned manuals, artwork, sheet music and a demonstration of a professional playing the game.

Sega Ages 2500 Series Vol. 21: SDI & Quartet - Sega System 16 Collection

6.0





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Developer M2
Publisher Sega
Release date (jp) October 27, 2005
Genre Compilation
Mode 1-4 Players

This game is a compilation which includes the Sega System 16 and Sega Master System (both Japan and worldwide) versions of SDI: Strategic Defense Initiative and Quartet. In the case of SDI, this marks the first time the game has been brought to the home with the correct dual-joystick control scheme.

SDI is a Missile Command clone in which players take the role of a global defense satellite in charge of defending earth by shooting down incoming missiles.

Quartet is a sci-fi sidescrolling shooter that differentiated itself from its competition by including simultaneous four-player support (hence the title).

Sega Ages 2500 Series Vol. 22: Advanced Daisenryaku: Deutsch Dengeki Sakusen

6.9

J

Developer Chicken Head, Sega
Publisher Sega
Release date (jp) February 23, 2006
Genre Strategy
Mode 1 Player

This remake allows the player to take command of the entire German army through the course of WW2 and affect its outcome. Gameplay is turn-based over a classic hex board and the game features a dynamic campaign mode as well as a standard mode which allows players to freely select and play any of the 40 maps available with full control over units and victory conditions.

New to this release is a polygonal board with 3D units as well as a revamped interface. However, players can also find the original German Blitzkrieg in emulated form. The game allows for up to 7-player multiplayer matches in “hotseat” fashion.

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5.7

Sega Ages 2500 Series Vol. 23: Sega Memorial Selection

J

Developer	Japan Art Media
Publisher	Sega
Release date	(jp) December 22, 2005
Genre	Compilation
Mode	1-2 Players

This game is a compilation containing five early Sega arcade games. Each have been given significant graphical and audio upgrades (though emulated versions of the originals are also selectable). There are also various scans of flyers and other promotional material. The titles included are:

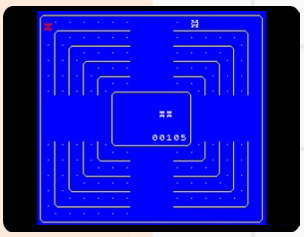
Borderline - In which the player take control of a weapon-loaded jeep and try to destroy the enemies, similar to Robotron.

Congo Bongo - A Donkey Kong clone with isometric graphics and extended jungle exploration levels.

Doki Doki Penguin Land - A sidescroller action/puzzle game were the player must guide a small penguin to recover its eggs while avoiding the roaming polar bears.

Head On - A racing game where players race down a track collecting dots while avoiding an enemy car that aims to ram them head on.

Tranquilizer Gun - An arcade shooting game where players play as a poacher trying to capture several animals in a 2D maze with tranquilizer darts and bring them to their truck before the effect of said darts wears out.



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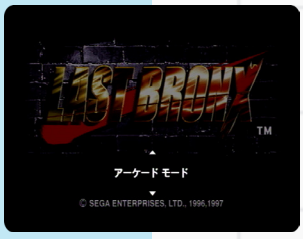
Sega Ages 2500 Series Vol. 24: Last Bronx: Tokyo Bangaichi



Developer	M2
Publisher	Sega
Release date	(jp) June 29, 2006
Genre	Fighting
Mode	1-2 Players

Last Bronx is a 3D fighting game released in arcades in 1996. Just like in Virtua Fighter 2, players fight in 3D stages and every character has its unique style and feel.

The port is very similar to the arcade version, but features extra options. These options differ from the extras seen in the Sega Saturn version though.

J

7.8

Sega Ages 2500 Series Vol. 25: Gunstar Heroes Treasure Box

Developer	M2
Publisher	Sega
Release date	(jp) February 23, 2006
Genre	Compilation
Mode	1-2 Players

This game is a compilation, containing three titles by Treasure. Everything is emulated, with several additional options to tweak the emulation process, though the sound is slightly inaccurate. There are extensive galleries for all three games and overseas versions to play. More interestingly, a hidden prototype version of Gunstar Heroes exists.

Every game is a sidescrolling action platformer. Gunstar Heroes is a fast-paced side-scrolling shooter. Dynamite Headdy is a platformer. Alien Soldier is a side-scrolling action game in which the player takes the role of Epsilon-Eagle, the former leader of the Scarlet mutant group.

J

Sega Ages 2500 Series Vol. 26: Dynamite Deka

7.6

Developer	Sega of China
Publisher	Sega
Release date	(jp) April 27, 2006
Genre	Beat-'em-up
Mode	1-2 Players

This game is an enhanced version of the 1996 arcade beat 'em up game, Dynamite Deka (though the original is still selectable), also known as Die Hard Arcade, in which up to 2 players take on the role of spec-ops cops tasked with clearing a sky scrapper of terrorists and rescuing the president's daughter being held there.

The game offers improved graphics, more modes of play, various art galleries and a costume system, allowing players to wear Golden Axe attire.

Similar to the Sega Saturn version players can earn extra lives through a minigame, though rather than being a port of Deep Scan, it is a simulation of the 1968 electro-mechanical machine Periscope.

It was later rereleased on the PlayStation Network as a digital download as just Dynamite Deka.

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Sega Ages 2500 Series Vol. 27: Panzer Dragoon

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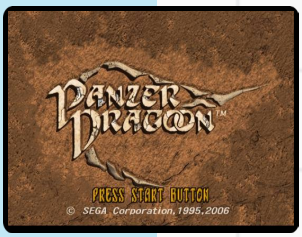

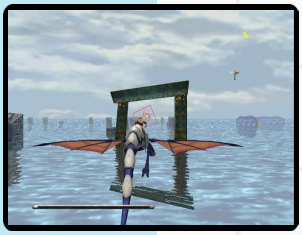

Developer	Land Ho!
Publisher	Sega
Release date	(jp) April 27, 2006
Genre	Rail-shooter
Mode	1 Player

Panzer Dragoon was released in 1995 as a rail shooter the Sega Saturn. It is the first game in the Panzer Dragoon series. The game follows hunter Keil Fluge, who becomes the rider of a powerful dragon. The player moves an aiming reticle (representing the dragon's laser and Kyle's gun) and shoots enemies while the dragon flies through 3D environments on a predetermined track.

The PS2 release is an enhanced version of Panzer Dragoon, featuring both a original mode (almost identical to the Sega Saturn original) and "arrange" mode, sporting a few graphical improvements. There are also a number of extra options.

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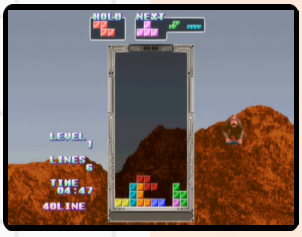
Sega Ages 2500 Series Vol. 28: Tetris Collection

7.0



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As the name suggests, Tetris Collection contains a number of Sega-published versions of Tetris, Flash Point and Bloxeed. Not only can the original arcade games be played, but players can also view arcade fliers and listen to the game's sounds from a special menu selected with Select.

Unique to this collection is the Sega Mega Drive port of Tetris, including full box and manual scans, and a prototype ROM of a cancelled Mega Drive port of Flash Point, both of which were prevented from being sold due to presumed licensing problems. It also appears to include a Sega System 16 version of Bloxeed.

New to the Tetris Collection is "Tetris New Century", which builds upon the 1988 System 16 version of Tetris.

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Sega Ages 2500 Series Vol. 29: Monster World Complete Collection

Developer	M2
Publisher	Sega
Release date	(jp) March 8, 2007
Genre	Compilation
Mode	1-(2) Player(s)

The Wonder Boy series consist of predominantly platform games developed by Westone. Most of the games in the series feature a recurrent protagonist, the titular boy with a caveman-like appearance known as Tom-Tom. The plots often involve his girlfriend Tanya being kidnapped, and rescuing her becomes the main goal of the game.

While the first Wonder Boy (1986) was a fairly straightforward side-scrolling game, its sequel Wonder Boy in Monster Land (1987) defined most of the series' characteristic gameplay elements, focusing on expansive platforming with light role-playing elements such as a monetary system, weapon and equipment management, and occasional conversations with NPCs. It also shifted the game's setting from tropical environments to medieval fantasy.

This game is a compilation featuring a selection of the Wonder Boy games, namely those released on Sega platforms. Though there are only six games in the series, various ports and international releases are included, bringing the total number of releases included to 16. Also included are artwork galleries, instruction manuals and Japanese/overseas variants (bar the English version of Wonder Boy in Monster Land). With the exception of both versions of Wonder Boy in Monster Land and Monster World IV all of the versions of the games included are playable in English or have a separate English release included for the same console (for example, the Game Gear releases and Wonder Boy in Monster World's Mega Drive release).

Interestingly, the Sega Master System version of Wonder Boy III: The Dragon's Trap is included in this collection, despite never being released in Japan. The game nevertheless supports the FM Sound Unit add-on, meaning this is the first time the general public could hear this game with its FM soundtrack (without resorting to emulation).

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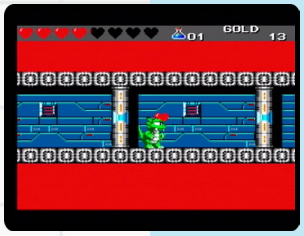

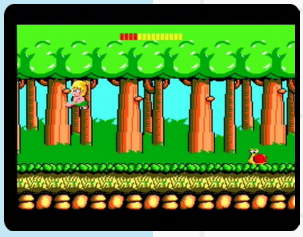

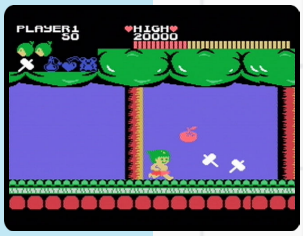

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Sega Ages 2500 Series Vol. 30: Galaxy Force II - Special Extended Edition

Developer	M2
Publisher	Sega
Release date	(jp) July 26, 2007
Genre	Compilation, Shooter
Mode	1 Player

This compilation contains both International and Japanese arcade versions, along with the Mega Drive/Genesis port of the sprite-scaling rail shooter, Galaxy Force II, plus the Master System port of Galaxy Force.

There's also a new Neo Classic mode, which revamps the arcade incarnation with higher native resolution, smoothed out graphics, transparencies, and 16:9 widescreen support. For arcade and Neo Classic versions different soundtracks can be selected: software-emulated version of the arcade soundtrack, the original soundtrack streamed off the disc or the arranged soundtrack from the FM Towns ports.

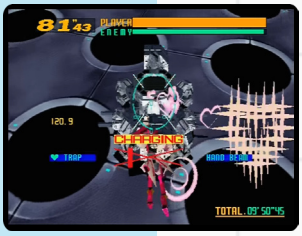
Sega Ages 2500 Series Vol. 31: Dennou Senki Virtual On

7.7

Developer	M2
Publisher	Sega
Release date	(jp) October 25, 2007
Genre	Fighting
Mode	1-2 Players

Cyber Troopers Virtual On is an update of the arcade game of the same name, initially created for the Sega Model 2B CRX system board in 1995. Virtual On is set up similar to a Versus fighting game. Two virtuaroids (Mecha) face each other on a stage. The player(s) use a variety of firearms, explosives, melee weapons, and other techniques to destroy the enemy for a set number of rounds, usually a single battle, or best two out of three rounds, like fighting games.

The port features a variety of extra options such as widescreen support, system link, "assault mode" (removing projectile weapons) and "chibi mode" (similar to Virtua Fighter Kids). Players can also play as the final boss in "Z-Gradt mode", and can enable "dash cancelling", a feature introduced in Cyber Troopers Virtual-On: Oratorio Tangram.



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8.1

Sega Ages 2500 Series Vol. 32: Phantasy Star Complete Collection

J

Developer	M2
Publisher	Sega
Release date	(jp) March 27, 2008
Genre	Compilation
Mode	1 Player

This compilation is the third Phantasy Star title in the SEGA AGES 2500 series, and has the four first titles in the series, with both the Japanese and the English versions included. The games are emulated, though there are handful of extra options to “improve” many of them, such as the ability to speed up the walking speed of the original Phantasy Star. It is missing any of the games released after the mid-1990s, so Phantasy Star Online and its sequels are not included. Likewise it does not contain the enhanced versions seen in Phantasy Star Generation: 1 and Phantasy Star generation:2.

As a bonus, the collection feature the eight scenarios of the Phantasy Star II Text Adventure, previously only available through the former Sega Net service. Slightly hidden, this package also contains the two Japan-only Game Gear spin-offs: Phantasy Star Gaiden and Phantasy Star Adventure.

The games included are;

Phantasy Star

Feature updated hiragana message conversation system, and optional sped-up combat and movement.

Phantasy Star II

Includes optional sped-up combat and movement.

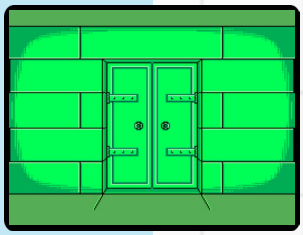
Phantasy Star III: Generations of Doom

Includes more save points added.

Gameplay is similar to the games before it in the series, with combat still being turn-based and battles randomly occurring. Players must explore both overworld maps and dungeons in order to progress through the game.

Phantasy Star IV

This was the fourth and final game in the original Phantasy Star series, concluding the story of the Algol Star System.



Sega Ages 2500 Series Vol. 33: Fantasy Zone Complete Collection

7.1

J

Developer	M2
Publisher	Sega
Release date	(jp) September 11, 2008
Genre	Compilation
Mode	1-2 Players

This game contain every game released in the Fantasy Zone series (bar the redemption game), plus several "new" ones. The games are emulated, though there are handful of extra options to "improve" many of them.

Also included is Fantasy Zone Neo Classic which is an updated port of the Famicom version of Fantasy Zone, and Fantasy Zone II DX - a remastered version of Fantasy Zone II to look and feel as if it were running on Sega System 16 hardware.

The collection also includes development material for Fantasy Zone II, assorted other concept art, cover art masters, full cover/manual scans for the included games's Japanese, US, and European releases, and full flyer scans for the Japanese and English releases of the arcade games (including the redemption game).

As the final entry in the Sega Ages 2500 series, a special jukebox has been included with this collection. It can be accessed by holding Right on the directional pad while pressing Start on the title screen, adding the "SEGA SOUND TREASUREBOX" option on the main menu. When accessing the Treasurebox, the collection will check the Memory Card in Slot A for any system files from the supported games listed below. If it finds any, the games included in the collections will be added to the playlist and players will be able to listen to their music.

Games included;

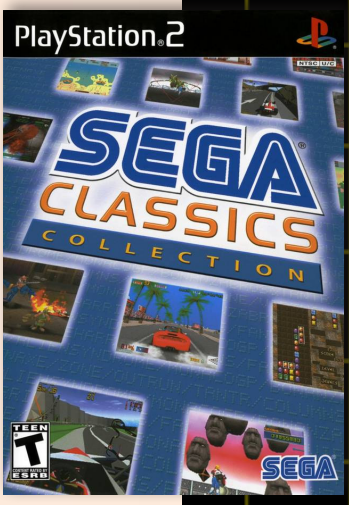
- Fantasy Zone (Sega System 16)
- Fantasy Zone (Sega Master System)
- Fantasy Zone II (Sega System E)
- Fantasy Zone II (Sega Master System)
- Fantasy Zone II DX (Sega System 16)
- Fantasy Zone Gear (Sega Game Gear)
- Super Fantasy Zone (Sega Mega Drive)
- Opa Opa (Sega System E)
- Opa Opa (Sega Master System)
- Galactic Protector (Sega Master System)
- Fantasy Zone Neo Classic

"segaretro.org"

Sega Classics Collection

4.6

Developer	Sega of Japan
Publisher	Sega
Release date	(us) March 22, 2005
Genre	Compilation
Mode	1-4 Players



Sega Classics Collection is contains remakes of classic Sega arcade games. It was only released in North America and Europe - Japanese consumers received each game (and others) separately as part of the Sega Ages 2500 series.

Games included;

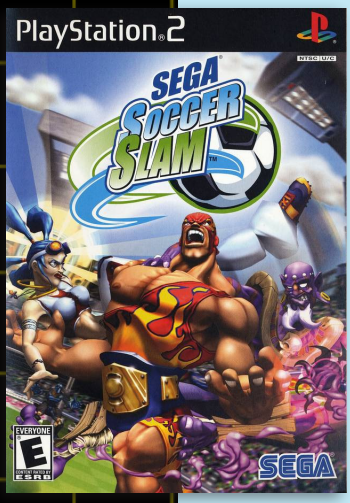
- Sega Ages 2500 Series Vol. 2: Monaco GP
- Sega Ages 2500 Series Vol. 3: Fantasy Zone
- Sega Ages 2500 Series Vol. 4: Space Harrier
- Sega Ages 2500 Series Vol. 5: Golden Axe
- Sega Ages 2500 Series Vol. 6: Ichini no Tant-R to Bonanza Bros.
- Sega Ages 2500 Series Vol. 7: Columns
- Sega Ages 2500 Series Vol. 8: Virtua Racing FlatOut
- Sega Ages 2500 Series Vol. 13: OutRun
- Sega Ages 2500 Series Vol. 14: Alien Syndrome

- In PAL regions, Vol. 14: Alien Syndrome was omitted in an attempt to lower the PEGI rating.

N P

Sega Soccer Slam

6.6



Developer	EA Black Box
Publisher	Sega
Release date	(eu) October 25, 2002
Genre	Sports
Mode	1-2 Players

Sega Soccer Slam is a soccer game released for the PlayStation 2, GameCube, Xbox and mobile phones.

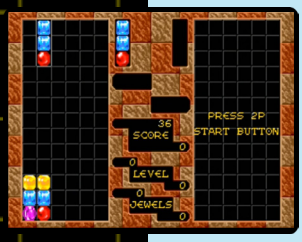
Sega Soccer Slam is different from traditional sports games in its exaggerated interpretation of soccer. It allows characters to punch one another and eliminates several other rules, such as throw-ins, corner kicks, free kicks, and penalties. Sega Soccer Slam includes an exhibition mode, a challenge mode, a practice mode, a tourney mode, and a quest mode. It also includes two minigames: Hot Potato and Brawl.

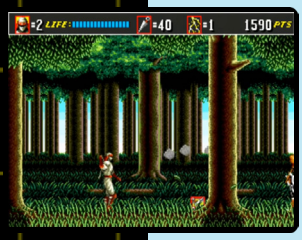
The game also has a quest mode where the player chooses one of the starting six teams and then competes in a series of ten games. Through winning these games the player can accumulate money which can be used to buy character art and power-up items.

N P

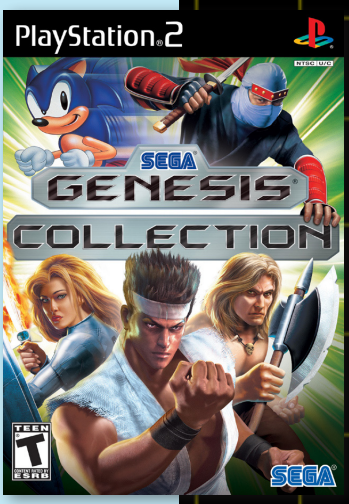
Sega Genesis Collection

8.2





Developer	Digital Eclipse
Publisher	Sega
Release date	(us) November 7, 2006
Genre	Compilation
Mode	1-2 Players



Sega Mega Drive Collection, known as Sega Genesis Collection in North America, is a compilation of several Sega games spanning several consoles. Included in the collection are 28 readily playable games and 5-6 unlockable games which are exclusive to each system. There are also several unlockable interviews from SEGA of Japan employees, a “museum” which features facts and strategies about the games, and unlockable arcade games.

The emulation of the games graphics have had a few problems, such as the screen flashing when Sonic goes underwater in the original Sonic the Hedgehog. The sound effects also have a few problems, such as when a Spin Dash is performed in Sonic the Hedgehog 2 and the special stage music not playing. Additionally, the music doesn’t change when the Power Sneakers are collected in either Sonic game. The Star Handle sound effect in Ristar is also different. Other games have also been noted for having sound effects that sound slightly different or don’t play at all. Phantasy Star IV has a problem with the “Victory Music” not playing at the end of a battle.

N P

Games included;

- Alex Kidd in the Enchanted Castle
- Altered Beast
- Bonanza Bros.
- Columns
- Comix Zone
- Decap Attack
- Ecco the Dolphin
- Ecco: The Tides of Time
- Ecco Jr.
- Flicky
- Gain Ground
- Golden Axe
- Golden Axe II
- Golden Axe III
- Kid Chameleon
- Phantasy Star II
- Phantasy Star III
- Phantasy Star IV
- Ristar
- Shadow Dancer: The Secret of Shinobi (NTSC release only)
- Shinobi III
- Sonic The Hedgehog
- Sonic The Hedgehog 2
- Super Thunder Blade
- Sword of Vermilion
- Vectorman
- Vectorman 2
- Virtua Fighter 2

Unlockable Games;

- Altered Beast
- Future Spy
- Tac-Scan
- Zaxxon
- Zektor

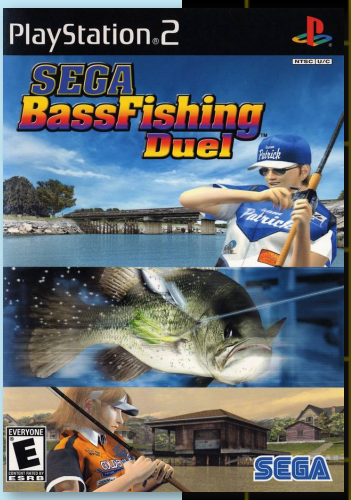
Sega Bass Fishing Duel

6.8

Developer	WOW Entertainment
Publisher	Sega, (eu) Acclaim
Release date	(jp) October 24, 2002
Genre	Simulation
Mode	1-2 Players

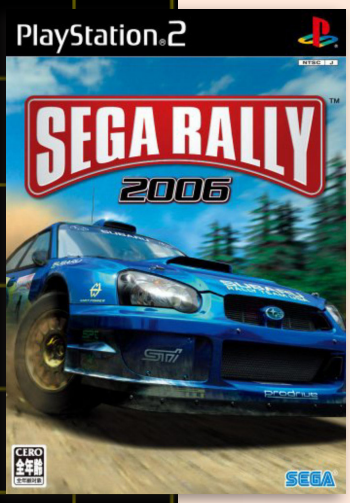
Sega Bass Fishing Duel, known as GetBass Battle in Japan, is an entry in the Sega Bass Fishing series. It was released exclusively on the PS2.

There are three modes including Tournament, Practice and the new VS mode. A wide variety of environments, tackle and fish are included - some unique to this title.



J N P

Sega Rally 2006



Developer	Sega
Publisher	Sega
Release date	(jp) January 12, 2006
Genre	Racing
Mode	1 Player

7.5

Sega Rally 2006 is an arcade oriented racing game released on the PS2. It is the third installment in the long running Sega Rally series, and is the first non-arcade-version–based Sega Rally.

The game is a rally racing game featuring a career, arcade, and a time attack mode.

In the main career mode, players follow a daily schedule, with some days set aside for preparing their car or practicing for an upcoming event. Players select from a plethora of cars whose performance can be improved by spending earned prize money on them. The arcade mode features timed checkpoint racing against 14 other cars, while the time attack mode lets the player try to finish a race as fast as possible.

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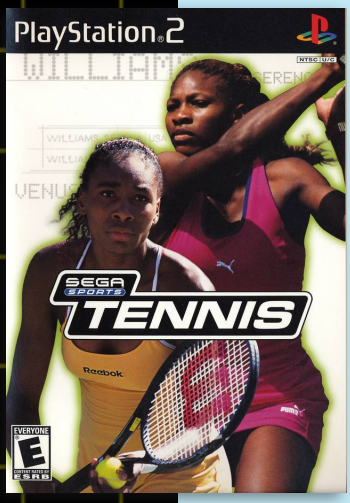
The game was originally developed under the title of Sega Rally 2005, and, had it not been for delays, would have been released to mark the 10th anniversary of the original Sega Model 2 game.

Sega Rally Championship 1995 was bundled as a box set with Sega Rally 2006. This is a straight port of the Model 2 version with some adjustments for the PlayStation 2 hardawire. Only the arcade mode is available and extra settings of the Saturn and PC versions are absent, however it is a more accurate home port of the game.

Sega Rally Championship 1995

Sega Sports Tennis

8.3



Developer	Hitmaker
Publisher	Sega, (eu) Acclaim
Release date	(us) July 31, 2002
Genre	Sports
Mode	1-2 (4) Players

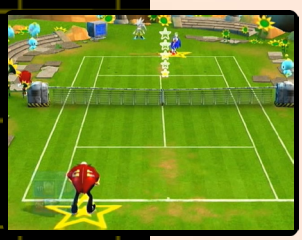
Sega Sports Tennis, also known as Virtua Tennis 2, Tennis 2K2 and Power Smash 2, is a sequel to Virtua Tennis. New features included the ability to slice and play as female players such as Monica Seles, Serena Williams, Venus Williams and Lindsay Davenport and the males such as Patrick Rafter, Magnus Norman, Thomas Enqvist and Carlos Moya and mixed doubles matches. This was the last Virtua Tennis game to be released for the Dreamcast following its discontinuation.

The game modes from the original are the same, featuring tournament mode, where players play against the pros; exhibition mode for a one-on-one, best-out-of-three game; and world tour mode which now features the option of creating and customizing a player. Players can buy equipment and hire pros to play on the team in doubles matches.

J N P

Sega Superstars Tennis

7.0



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Developer	Sumo Digital
Publisher	Sega
Release date	(us) March 18, 2008
Genre	Sports
Mode	1-2 (4) Players

Sega Superstars Tennis is a tennis game, and includes sixteen playable characters and ten courts from various Sega franchises. In total, fifteen Sega franchises are represented in the game.

The game allows the player to complete missions which include exhibition matches, tournaments and tasks based around a specific Sega game including Sonic the Hedgehog, Puyo Pop Fever and Virtua Cop. Completing missions unlocks items such as courts, stages, soundtracks and different characters. Exhibition Mode offers the chance to challenge a character to a match on one of many courts, including Sonic's home court of Green Hill Zone, or Amigo's Carnival Park court.

Each character has its own unique 'special attack' giving the player more chance of scoring a point.

7.2

Sega Superstars

JNP

Developer	Sonic Team
Publisher	Sega
Release date	(eu) October 22, 2004
Genre	Eye-Toy
Mode	1 Player

Sega Superstars is a party game developed by Sonic Team for the PlayStation 2. The game features several minigames based on various Sega titles that are controlled using the EyeToy peripheral.

Gameplay is similar to that of EyeToy: Play, in which players use their body to play a variety of minigames. However, while that game only picked up player's movement, Sega Superstars uses a more advanced system. Before the start of each game, a setup screen with an orange area is shown. In order to start the game, players have to stand in a position where the orange area won't pick up any movement and select the continue button. This method determines what area is the background, allowing EyeToy to pick up the player's position, as opposed to just what areas are moving. This is particularly prominent in games like Puyo Puyo, which uses the player's entire body.

Sega Superstars features 12 minigames, each based on different Sega franchises:

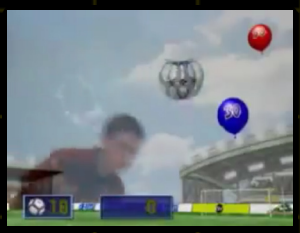
Sonic the Hedgehog
- Using their hands, the player must guide Sonic through a tube, collecting rings and Chaos Emeralds while avoiding bombs.

Super Monkey Ball
- Players use their arms to control Ai-Ai as he rolls in a ball through a maze, aiming to reach a goal without falling off the stage.

Samba de Amigo
- Players move their hands over one of six areas in time to the music.

Space Channel 5
- Playing as Ulala, players must copy dance moves given by the Morolian opponents by hitting monitors with their arms.

NiGHTS into Dreams
- Using their arms as if they were flying, players guide NiGHTS through a series of rings and collectables.



The House of the Dead
- Players use their body to attack zombies that appear on-screen, being careful not to hit any hostages.

Virtua Fighter
- Players fight against various fighters, following command prompts to attack them while also defending against their attacks.

Billy Hatcher
- Players must use rolling motions to help Billy Hatcher roll a giant egg around and clear each level.

Puyo Pop Fever
- Players use their entire body to funnel colored Puyos into their respective departments, being careful not to accidentally roll in a bomb.

ChuChu Rocket!
- Players use their hands to activate mechanisms and guide ChuChus to a rocket while protecting them from a hungry cat.

Virtua Striker
- Players play as a soccer goalkeeper and try to catch incoming footballs.

Crazy Taxi
- Players attempt to make as much movement and noise as possible to attract the attention of a taxi.

Before Sega Superstars, few games had made use of the EyeToy. As such, the game was developed as a product that would combine the novelty of this accessory with the familiarity of Sega's first-party franchises to extend the long-term viability of the PlayStation 2 console. It was announced in April 2004 and exhibited at the E3 and Tokyo Game Show events of that same year.

The game received "average" reviews, according to Metacritic. In Japan, Famitsu gave it a score of 32 out of 40.

Sekei Saikyou Ginsei Shogi 4

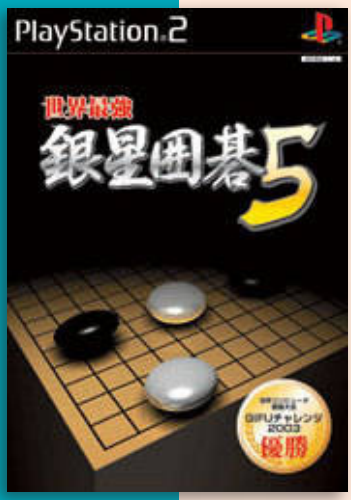
J N P

Developer Magnolia
Publisher Magnolia
Release date (jp) May 27, 2004
Genre Board
Mode 1-2 Players

This title is part of the Ginsei series, an overarching brandisng used for Silver Star Japan's board game simulators (Ginsei is Japanese for Silver Star). The game is the Ginsei Shogi series' sole PlayStation 2 entry.

The game feature a strong AI capable to calculate large algorithms data. It can choose from 1.8 million different trace data.

Sekai Saikyou Ginsei Igo 5



Developer Magnolia
Publisher Magnolia
Release date (jp) June 10, 2004
Genre Board
Mode 1-2 Players

The AI of Sekai Saikyou Ginsei Igo 5 won third place in the FOST Cup 2003 championship, where Go computers from all around the world compete against each other. Apart from the strong AI and an intuitive interface, the game feature authentic representation of the subtle sounds of go, as in, the sound of placing Go pieces on the board. The player can play against the computer or against another player or try a game of One Color Go. Players can request hints from the computer in case they're having trouble deciding what to do next.

"ign.com"

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Sekai Saikyou Ginsei Igo 6

J

Developer Magnolia
Publisher Magnolia
Release date (jp) August 11, 2005
Genre Board
Mode 1-2 Players

Sekai Saikyou Ginsei Igo 6 is the Silver Star's sixth go game and feature six levels of difficulties. The practice mode, "Go Course", includes a large tutorial for beginner and Intermediate players, and is developed by the International Go University.

Sekai Saikyou Ginsei Igo Kouza

Developer SilverStar
Publisher SilverStar
Release date (jp) November 19, 2009
Genre Board
Mode 1-2 Players

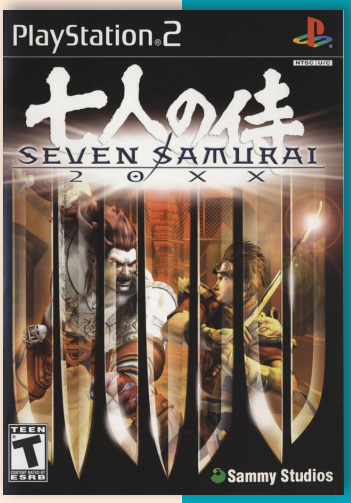
The AI used in this title won the World Computer Go tournament six times. It includes six levels of difficulties and five types of different tactics.

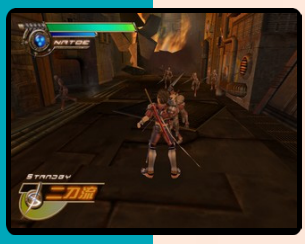
J

5.2

Seven Samurai 20XX

Developer Dimps Corporation
Publisher Sammy Studios, (eu) Sega Europe
Release date (jp) January 8, 2004
Genre Beat'em up
Mode 1 Player





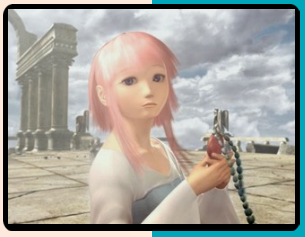
J N P

Seven Samurai 20XX is a hack and slash game released for the PS2. Its story and concept are based upon Akira Kurosawa's 1954 movie Seven Samurai. Rights for the production of the game were given by the Kurosawa production, with character designs by French artist Mœbius and the composition of the music by Ryuichi Sakamoto.

The game takes various liberties with the original story to better suit the post setting and introduces anime and modern styled designs. The game follows seven samurai as they fight off an army of mutants, cyborgs and other inhuman creatures in an attempt to bring about a regime of peace for those in need. The player takes the role of Natoe, a samurai warrior, and is sent through various locations of post-Japan to fight off hundreds of enemies with a twin-sworded fighting style known as Nitou-Ryu.

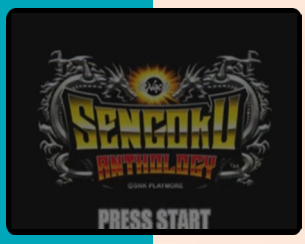
Like many others of its genre, it utilizes a combo system, showing the player how many uninterrupted hits they have inflicted upon their opponents.

The main point of the game is to constantly utilize the second sword which is carried in the protagonist's shealth, allowing the player to achieve a larger combo score. Skill-related battle commands such as the Nitou-Ryu mode which allows the player to wield a second katana for a limited time, increase the speed, range and power of the players combos.



Sengoku Anthology

7.5



Developer	SNK Playmore
Publisher	DHM Interactive
Release date	(eu) September 1, 2009
Genre	Compilation, Beat 'em up
Mode	1 Player

Sengoku Anthology is a collection of the three games from SNK's Sengoku arcade franchise including Sengoku (1991), Sengoku 2 (1993), and Sengoku 3 (2001). In addition to being able to play the classic arcade games on the PC and PS2, players can unlock artwork by completing each of the games in the collection.

The Sengoku titles are classic scrolling beat'em up action games. Up to two players can play simultaneously. One of the features of these games is the ability to pick up power-ups to obtain new weapons or transform your character into special characters. In Sengoku 3, players choose different characters with unique weapons and special attacks at the beginning of each level.

"mobygames.com"

Sengoku Basara

8.2

Developer	Capcom
Publisher	Capcom
Release date	(jp) July 21, 2005
Genre	Beat-'em-up
Mode	1 Player

Sengoku Basara is an action game set in the Japanese Sengoku period. The player takes control over historical characters, most prominently Sanada Yukimura and Date Masamune, in their fight over the Japanese provinces. While there are fantasy elements, the majority of the game and the fought battles are based on historical happenings.

The gameplay is similar to the Dynasty Warriors series: The player moves (or rides) on battlefields and kills a lot of enemies in melee combat. Success depends on using the correct standard, special or combo attacks suited for the situation. There are 16 playable characters with different back stories and cutscenes during the game.

The later released Devil Kings is a localized version of this game with several significant changes.

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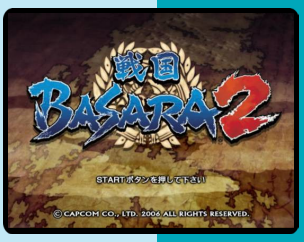
Sengoku Basara 2

8.4



Developer	Capcom
Publisher	Capcom
Release date	(jp) July 27, 2006
Genre	Beat-'em-up
Mode	1 Player

Sengoku Basara 2 is a sequel to the original Sengoku Basara. The game marks the series' first anniversary and is also considered to have started the "Sengoku Boom" throughout Japan. The Sengoku Boom is basically a time period that sparked a renewed interest in the history of Japan where people in Japan go to museums, castles, and battlefields to learn about their favorite Sengoku Basara character(s) real life history.

Sengoku Basara 2 features six new playable characters, including Chōsokabe Motochika and Mōri Motonari who were previously only seen as enemy generals, for a total of 22 playable characters.

The Conquest mode from the original game returns, in which the player selects a character and fights other generals' armies in an attempt to unify Japan. The Free Battle mode also returns. New in this installment is a Story Mode which gives each playable their own unique scenario consisting of five or six chapters.

"mobygames.com"

J

Sengoku Basara 2 Heroes

8.5

Developer	Capcom
Publisher	Capcom
Release date	(jp) November 29, 2007
Genre	Beat-'em-up
Mode	1-2 Players

Sengoku Basara 2: Heroes is a follow-up to Sengoku Basara 2 which adds numerous new features and content. Most notably, the Conquest mode can be played by two players simultaneously, either cooperatively or head-to-head. Additionally, every enemy general from the previous release is now fully-playable, bringing the playable roster to 30 characters in total.

The story modes from the previous release are not included, but there are eight new stories and side-stories for various characters. There are also a number of new two-player modes apart from the classic Conquest mode. It is also possible to import save data from the previous title.

J

Sengoku Basara X

7.6

J

Developer	Arc System Works
Publisher	Capcom
Release date	(jp) June 26, 2008
Genre	Fighting
Mode	1-2 Players

Sengoku Basara X, a spin-off of the Sengoku Basara series, is a 2D fighting game developed by both Capcom, and Arc System Works, creators of the Guilty Gear and BlazBlue series, in 2008 for Japanese arcades.

The PS2 port is an update of the arcade game featuring a challenge mode and newly-playable characters Kojūrō Katakura and Hanbei Takanaka, formerly support-only.

Sengoku Hime: Senran ni Mau Otometachi

8.2

J

Developer	Yeti
Publisher	Yeti, SystemSoft Alpha
Release date	(jp) November 12, 2009
Genre	Strategy, Simulation
Mode	1 Player

Sengoku Hime is an alternative historical simulation game, much in the same style as Nobunaga's Ambition series.

The game feature different factions the player can choose from. Each turn is divided into 5 phases: Update Phase, Army preparation Phase, Administration Phase, Troop movement Phase, Battle Phase.

Sengoku Hime 2 Honoo: Hyakubana, Senran Tatsukaze no Gotoku

7.6

J

Developer	SystemSoft
Publisher	SystemSoft
Release date	(jp) December 2, 2010
Genre	Strategy, Simulation
Mode	1 Player

This is the sequel to Sengoku Hime: Senran no Yo ni Honoo Tatsu. The game features new scenarios, new heroines and new game systems. There are more than 100 characters, including 16 new ones for the player to choose from.

Like the prequel, the ultimate goal is to conquer and unite the country.

"psxdatacenter.com"

Sengoku Tenka Touitsu

Developer	SystemSoft
Publisher	SystemSoft
Release date	(jp) March 26, 2009
Genre	Strategy, Simulation
Mode	1 Player

Sengoku Tenka Touitsu is a strategy game released for by System Soft for Windows and later for the PS2 and PSP.

In the game, the player take the role of one of the warring daimyos with the aim to unify Japan while fighting against the other generals and factions. The original PC version had 4 scenarios, but the PS2 version added a new scenario: “Tranquilize like Tenchu”.

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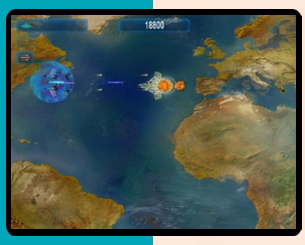
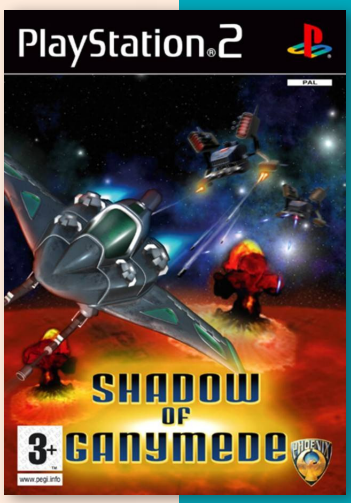
Shadow of Ganymede



Developer	Mere Mortals
Publisher	Phoenix Games
Release date	(eu) June 24, 2005
Genre	Shooter
Mode	1-2 Players

Shadow of Ganymede is one of the several arcade-style shoote ‘em-ups budget titles by Phoenix Games for the PlayStation 2. As with many of the shooters released by the publisher, the game feature only a handfull of different enemies and the levels stop abruptly with no boss fight. The background graphic on each levels are also simple and repeats itself.



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The Shadow of Zorro

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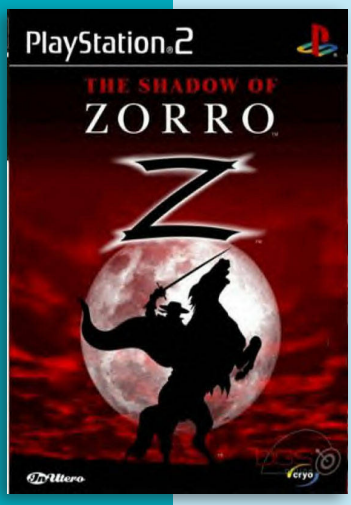
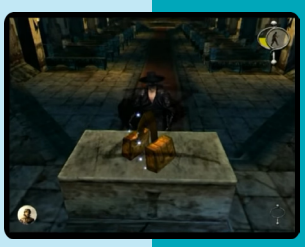


Developer	In Utero
Publisher	Cryo Interactive
Release date	(eu) February 8, 2002
Genre	Action-adventure
Mode	1 Player

The Shadow of Zorro, set in California in the year 1822, is a 3D stealth-adventure, featuring 7 chapters, 700 animated cutscenes, and 28 different locations. Gameplay includes spying and rescue missions.

The game has received generally poor reviews. Futuregamez.net awarded the game 49% stating that the game *“seems very underdeveloped with poor level structures.”*



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Serious Sam: Next Encounter

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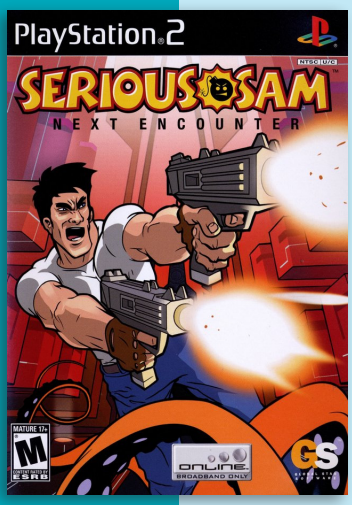

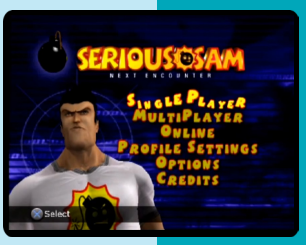

Developer	Climax Group
Publisher	Global Star Software
Release date	(us) April 22, 2004
Genre	First-person shooter
Mode	1-2 (8) Players

In this installment of the Serious Sam series, Sam takes on a new arch-nemesis "Mini Sam", an evil clone of the hero Sam "Serious" Stone. Mini Sam has taken control of the timelock and is going through time wiping out ancient civilizations - and it is up to Serious Sam to put a stop to him.

The game takes the player through over 40 levels in three historic locations; Ancient Rome, Feudal China and Legendary Atlantis. The game supported online multiplayer support for up to 8 players via the broadband adapter and two players on one.

Competitive multiplayer modes include Deathmatch, Hold the Flag and Pass the Bomb. The entire single player campaign can be played through co-operatively, allowing two players to help each other take on the armies of Mental and Mini-Sam.

"mobygames.com"

N P

Shark Tale

6.9

Developer	Edge of Reality
Publisher	Activision, (jp) Taito Corporation
Release date	(us) September 27, 2004
Genre	Action-platformer
Mode	1 Player

Shark Tale is a action-adventure based on the film of the same name that was released on PlayStation 2, Windows, Game Boy Advance, GameCube and Xbox. The game takes place in over 14 missions, in a variety of over 6 locations.

Players explore Reef City with locations from the movie and some new areas. The player can sidetrack and interact with the urban environment. The gameplay includes races and chases in which players dodge obstacles such as buildings and bridges. They will have to outrun foes such as sharks, while smashing boxes for power-ups and items. There are also dance elements to the game, where they dance to hip hop moves.

Shark Tale received "mixed or average reviews" on all platforms according to Metacritic.

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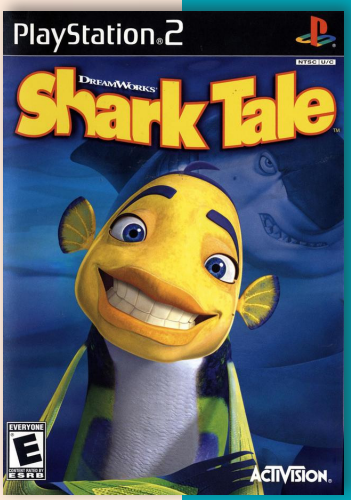

Shadow of Destiny

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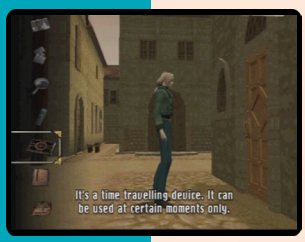

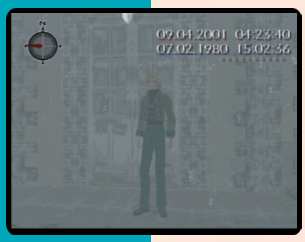

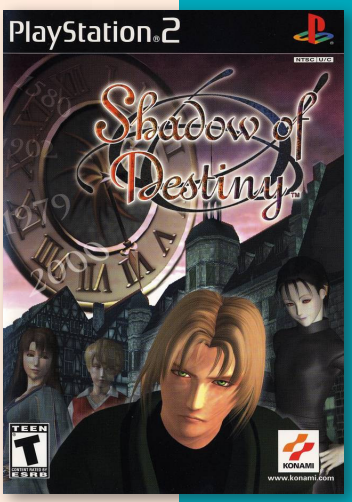

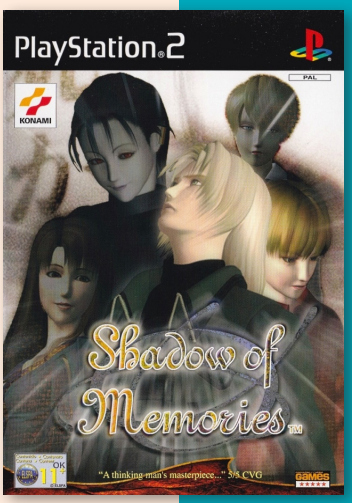

Developer Konami
Publisher Konami
Release date (jp) February 22, 2001
Genre Adventure
Mode 1 Player

Set in a fictional German town named Lebensbaum (Life's Tree), Shadow of Memories revolves around a 22-year-old man named Eike Kusch, who dies in the beginning of the game from being stabbed after leaving a small diner. However, he is resurrected by Homunculus, a djinn, who offers to send him back in time to prevent his death and gives him the time-traveling digipad. Eike explores four eras—2001, 1979/1980, 1902 and 1580 to 1584 — as he attempts to unmask his killer and figure out a way of stopping his own murder at various points in the present.

The game takes place in three parts: a prologue, eight chapters, and an epilogue. In the prologue and each chapter, Eike dies, is resurrected by the Homunculus, and travels back in time before his death with the intent of changing events to prevent it. Shadow of Memories lacks traditional action elements, and Eike cannot attack nor does he have a bar displaying his health. The digipad, a time-traveling item given to Eike by Homunculus, requires energy units, which the player can find scattered around the town. The gameplay primarily consists of time-traveling through the different eras, finding items, and interacting through dialogue with the non-player characters. Actions taken in one time period affect future ones; for example, if Eike removes a seal from the squire's manor in 1580, the seal will not appear in the present era.

Additionally, the game keeps two digital clocks: one depicting the time in the present-day era and another for whichever era Eike time-travels to. The amount of time Eike spends in the different eras also passes in the present-day one. The cut-scenes and dialogue takes up varying amounts of in-game time. When the clock arrives at the time of Eike's death, the chapter restarts, however, if Eike is not in his time period at the time of his death, the game ends.

The game received "favorable" reviews according to Metacritic. Reviewers praised the overall plot as the game's strength, but the graphics received mixed responses.

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Shadow Hearts

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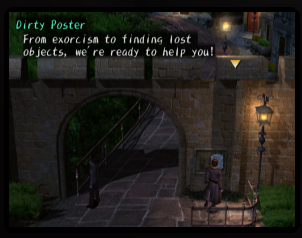


Developer	Sacnoth
Publisher	Midway, (jp) Aruze Corp
Release date	(jp) June 28, 2001
Genre	Role-playing
Mode	1 Player

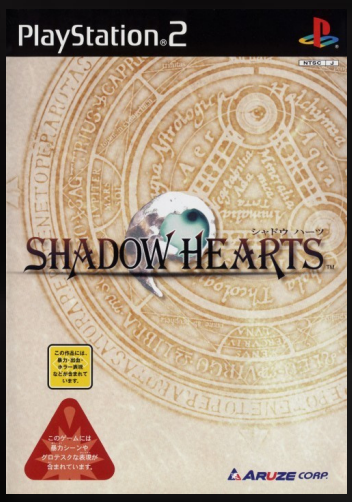
Shadow Hearts is a role-playing game released for the PlayStation 2. The titular first game in the Shadow Hearts series, it acts as a sequel to the 1999 game Koudelka, being set in the same world and featuring recurring characters. The narrative takes place after the Koudelka's "Bad" ending.

Shadow Hearts takes place in an alternate reality of the real world in the year 1913 and follows the adventures of Yuri Hyuga, a Harmonixer guided by a mysterious voice in his head. He finds himself thrown into the conflicts prior to World War I where he must save the woman he loves and the world from destruction. The major areas that are visited include many real locations in China and Europe. The game's worldview combines alternate history with elements of Lovecraftian horror.

Players take control of main protagonist Yuri Hyuga and a party of companions as they progress through a linear storyline. The players travel through a variety of pre-rendered environments, collecting and buying items and equipment, talking to non-playable characters who act as quests givers and merchants, and completing both story-centered quests and side quests.

Battles are triggered through random encounters and transport the party to a themed battle arena. The party can use standard attacks, magical abilities unique to each character, use items that have different effects (healing, curing status ailments), defend against attacks, or escape from battle. Each character has hit points (health) skill points (magic), and sanity points (SP). SP ordinarily decrease once per turn, and when a character runs out of SP they go berserk and cannot be controlled by the player. Successfully completing each battle rewards experience points which raise character attributes, money to purchase equipment and items, and Soul Energy used in Fusion.

Fusion is a skill unique to Yuri. When enough Soul Energy has been collected, Yuri can fight a monster type in the Graveyard, a metaphysical realm within his soul. By defeating a monster in the Graveyard, Yuri gains control over it, and is able to transform into it during battle. While in Fusion form, Yuri has access to the as-



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signed monster's statistics and abilities. Performing a Fusion drains Yuri of some SP. As he gathers Soul energy, Yuri also accumulates an energy called Malice, which will eventually summon a powerful enemy if it is not dispelled by battling an avatar of Malice in the graveyard.

An integral part of gameplay is the Judgement Ring, which is used both in battle and during environmental quick-time events and shopping. Represented as a disc with colored areas on its surface, the player's aim is to hit those areas as a pointer passes over them. In battle, every attack and ability is tied to the Judgement Ring. If the player fails to hit an area, the attack can either but cut short or cancelled altogether. The final portion of each target area is red, and if the player hits it the attack or skill is boosted in power. Items, spells and equipment can modify the Judgement Ring, ranging from slowing the pointer's speed and adjusting the size of hit areas, to shrinking the ring or hiding hit areas.

Shadow Hearts began development at Sacnoth for the PS2 following the completion of Koudelka for the PlayStation in 1999. The game was directed and written by Matsuzo Machida (credited as Matsuzo Itakura), who had acted as art director for Koudelka. The producer was Sacnoth CEO Jun Mihara. The characters were designed by Miyako Kato. The concept behind Shadow Hearts was to create a grand RPG outside the typical fantasy settings of the genre, focusing on a setting blending fantasy with historical facts. According to Kazuo Okada, president and CEO of publisher Aruze, the game was intended to revive and designed with the idea of creating a good game more than making a profit. The Judgement Ring was inspired by the button combinations of beat 'em ups, although the complex combinations were replaced by timed presses of a single button.

Another source of inspiration was Aruze's pachinko machines. The Fusion system was created after the game's monsters had been created. Itakura wanted to make more use of them, and designed the Fusion system to make use of the models and distinguish the game further from other RPGs.

For character models, the team created two types; a high detail version for CGI cutscenes and a low detail version for gameplay and real-time cutscenes. Yuji Nagano, head of the movie team, decided to give cutscenes an unreal feeling to them. Nagano was a novice at creating models for anything other than stiff or inorganic structures, making elements such as Alice's skirt in the CGI model a real challenge. To achieve the desired effect without clipping, he used 130 bones for the skirt. There was little to no facial animation for real-time models, with emotions instead being expressed through body language. All the character models were animated by hand, with the team observing how people moves in their neighbourhood and doing their best to recreate particular movement patterns for each character. Fighting styles were copied from movies the team watched. Due to bone count restrictions, the movement range of enemies was limited, prompting the team to deliberately make their movements stiff and awkward as a way of characterizing them. The background environment developers was the largest within the Shadow Hearts development team, numbering eleven at its height. Research materials were bought at an early stage to ensure the backgrounds for urban areas matched their historical counterparts. Something the team needed to watch was the polygon and color counts, which had low restrictions for field graphics but a strict limit in battle arenas.

For his writing, Machida was influenced by mangaka Go Nagai and screenwriter Keisuke Fujikawa, in addition to unspecified bedtime stories told to him by his mother. The game's scenario was inspired directly by Go Nagai's manga Devilman, which impressed Machida in his youth due to its dark tone. Similar to the ambiguous tone of Devilman, Machida did not want the scenario's characters to be clearly divided between good and evil, with the villains having understandable or even laudable motives behind their actions. The historic setting was influenced by Machida's love of history and his wish to create a game set apart from the traditional Western fantasy dominating the genre. He spent a long time researching the historic political situations during the game's time period so he could be as authentic as possible, using NPCs to convey the social conditions of the time. Due to time constraints, several of his planned inclusions, ranging from political figures to famous writers, had to be cut. The title "Shadow Hearts" represented the darker aspects of humans often ignored in fiction but useful in accomplishing tasks.

Yuri was directly inspired by Devilman protagonist Akira Fudo, and was meant to directly contrast with the standard JRPG protagonist of the time; he struck a balance between the androgynous norm of Japan and the more muscular builds found in Western games, and his silly and sometimes stupid attitude both represented his purity and set his personality apart from other genre protagonists. A key scene used by Machida to demonstrate his abnormal elements was the opening movie, where Yuri has his arm severed then reattaches it. Simons was modelled on the character of Hannibal Lecter as portrayed in the movie The Silence of the Lambs. The character designs were created by Miyako Kato, who was guided by Machida's scenario draft. Her design direction for Simons was *"an elegant English gentleman"*. The monsters drew inspiration from monsters of the Cthulhu Mythos, putting them in contrast with the enemies of anime and movies of the time which were described by Machida as generic animal or prehistoric designs.

Shadow Hearts was the first RPG published by Aruze. The game was among several notable PS2 games exhibited at the March 2001 Tokyo Game Show, alongside FFX and Devil May Cry.

For the game's Western release, the game was published by Midway Games. The game was localized for Western release by Wordbox, with dubbing by TAJ Productions. Unlike Koudelka, which used English voice work across all regions, the original game was dubbed into English from Japanese with subtitles for different regions. The translation was done by Jeremy Blaustein, who had previously worked on the Pokémon anime series and Metal Gear Solid. During localization, Yuri's first name was changed from "Urmnaf". Blaustein chose "Yuri" as he wanted a name that sounded Russian to reflect the character's origins.

By the end of 2001, Shadow Hearts had sold nearly 104,000 units, being among the top 100 best-selling games of that year in the region. By the end of their 2001-2002 fiscal year, Aruze announced that the game had sold approximately 110,000 units in Japan; its low sales, together with underperformance of other titles, contributed to a loss within its console game division.

Upon release, the game met with low sales and a mixed reception. Journalists praised the story and Judgement Ring mechanic, but many found faults with the gameplay balance and criticised the graphics.

Japanese gaming magazine Famitsu called the game an RPG that felt more *"complete"* than most others in the genre and positively commented on the battle system. Paul Davies of Computer and Video Games enjoyed the gameplay challenge and additional mechanics such as the Fusion system, and gaming magazine GamePro enjoyed the combat system but found the experience overly linear. GameSpot's Gerald Villoria was impressed by both the battle system's mechanics and the integration of character statistic systems such as Malice. David Smith of IGN was less pleased, with one of his main complaints being its slow pace. Dean Mortlock of Official UK PlayStation 2 Magazine enjoyed the gameplay and its simplicity despite a lack of innovation; and RPGFan's Mike Bracken noted that—aside from the Judgement Ring mechanic—Shadow Hearts followed too many traditions of the RPG genre. The Judgement Ring was generally praised by critics, although both Villoria and Smith noted both real and potential frustrations with its use.

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Shadow Hearts: Covenant

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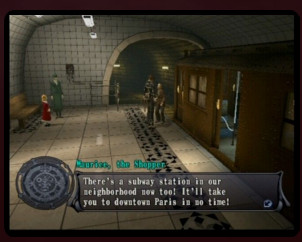
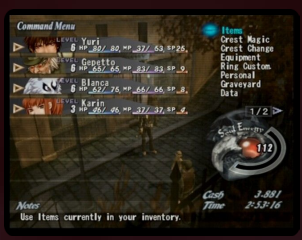




Developer Nautilus
Publisher Midway, (jp) Aruze Corp
Release date (jp) February 19, 2004
Genre Role-playing
Mode 1 Player

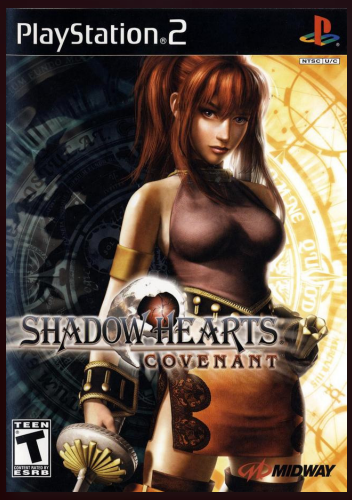
Shadow Hearts: Covenant, also known as Shadow Hearts II, is a direct continuation of Shadow Hearts; its story starts a year and a half after Shadow Hearts in the midst of World War I. It focuses on Karin Koenig, a lieutenant in the German Army who assists in the exorcism of a man able to turn into demons, Yuri Volte Hyuga. However, after learning of Yuri's caring nature, Karin goes on a quest with him to save him from a spell inside him and they are drawn into a conflict involving demons of demonolatry.

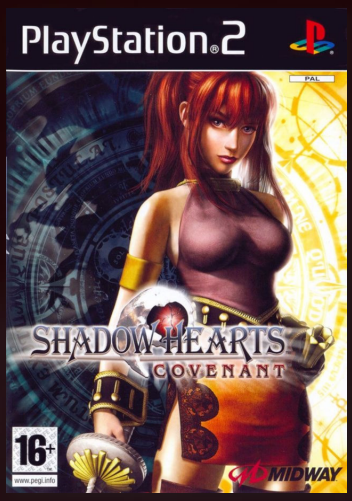
The Judgment Ring from Shadow Hearts returns with many modifications and improvements. Also, battle has been greatly expanded by different types of attacks as well as combo attacks. An element of physics has been added to battles as well, which links to the types of combo attacks which can be performed.

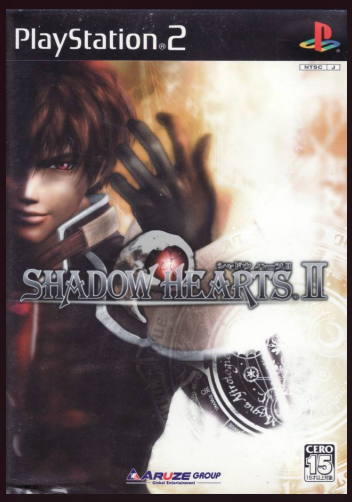
Players can customize the Judgment Ring to their own preferences with the introduction of two new Ring items: Hit Area Expand and Strike Expand, making the game easier or more challenging. Several ring types are also introduced to cater to the different players e.g. Practice Ring for beginners, Normal Ring for amateurs, Technical Ring for veterans and lastly, Auto Ring for gamers who do not want to aim at the Judgment Ring. Players can also equip Ring Items that can have added effects to the character's physical attack e.g. Poison, Paralysis etc.

A new battle mechanism is the Crest Magic system, in which players may equip Crests to certain characters to allow them to cast different types of elemental magic. Players collect new crests and gain access to more powerful magic. The crests may also be positioned in a key item called Solomon's Key; positioning the crests correctly will unlock new spells for each crest for a certain region. Most of the crests' names are derived from demonology.

Shadow Hearts: Covenant also includes "Hit Classes" which are incorporated with the physical and magical attacks. These include: Standard, Hard Hit, High Angle and Knock Down. Depending on the "weight" of the opponent monster, players will be able to do more damage when







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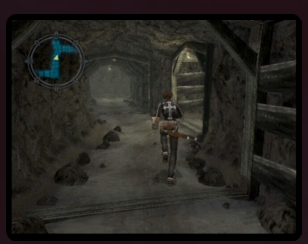
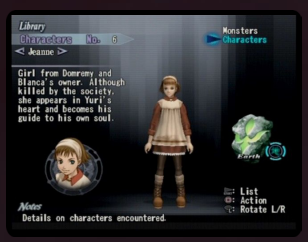
connecting a combo during battle. Conversely, if an attack with an inappropriate Hit Class is used to continue a combo, the end result is a missed attack, or rather, a Combo Break.

Combo shortcuts are also introduced where players are able to assign physical/magical attacks onto the controller buttons. This reduces the time taken to create a Combo attack as one character can attack immediately after another with a simple press of the button. However, this makes the game more challenging as players have to decide quickly what kind of attack they should follow up next as the combo shortcut menu appears only for a short amount of time i.e. when the preceding character is in the midst of launching his/her attack.

The shop system has been improved since Shadow Hearts. The player no longer has to perform the Strike Rings from the lowest level to the required discount level. Instead points are given when a successful discount purchase is executed successfully. The points are accumulated and the player's shop discount rank is leveled up once the points reaches a certain value. As the discount rank increases, so does the percentage of discount the player can try for is also increased. This applies to raising the selling price of items the players wishes to sell as well.





The game was first hinted at by Japanese video game site "Quiter" in June 2003. For the sequel of Shadow Hearts the staff wanted to maintain the serious atmosphere from the prequel, while still containing punchlines as comic relief. Due to Yuri's popularity, the character returned for the sequel. The staff initially had the idea of bringing him back alongside Alice as a happily married couple, but ultimately believed that this did not fit the serious tone of the game. As a result, the plot begins with Alice dead, resulting in a negative response from the fans. Matsumi Machida, impressed with the fans' backlash regarding Yuri not being Karin's lover due to the fans' preference to the relationship between Yuri and Alice, he answered that *"The fans should play the game."* The theme of the game is *"happiness"* alluding how people may find happiness in many different ways, reflected mainly in Yuri's story.

The combat system of Shadow Hearts was revamped for Covenant, in response to criticism of the first game's mechanics. The Judgement Ring was redesigned, resulting in the addition multiple ring types and an auto mode. The combo system was implemented to make the game feel more rewarding for advanced players. The combo system increases damage outpoint significantly later in the game, to the point a staff member defeated the final boss in a short amount of time. Incorporating real time events into the game proved difficult for the staff, although they enjoyed the challenge it provided. Real actors were used for all the characters, excluding the wolf, Blanca, who is prominent in giving comic relief.

The localization from Japanese to English was done by Jeremy Blaustein who also assisted in the voice recording along with the director Richard Epcar. While the quality of the location was satisfactory, many lines of spoken dialogue and their accompanying subtitles do not reflect what the character is saying, or are left out entirely.

Yoshitaka Hirota and Yasunori Mitsuda returned to compose the music, and were joined by Kenji Ito. The original soundtrack was released by Team Entertainment in Japan on March 24, 2004 as a two-disc set under the name of Shadow Hearts II Original Soundtracks The ending theme, titled GETSURENKA ~ Ending sung by Mio Isayama, was composed by Yoshitaka Hirota and the lyrics were written by Kumiko Hasegawa.

After the release of the original game, a director's cut version was released in Japan, and never saw US shores. The Director's Cut included several new things;

- The Sea of Woods optional dungeon, and superboss.
- The Nahash Temple Dungeon (played after the Neam Ruins, and choosing to go to St. Marguerite Island).
- Veronica Vera and Lenny Curtis as playable characters.

Extra scenes between Veronica and Lucia in Goreme Valley, the Curry men at the Yokohama Warehouses, and Lucia and Anastasia in Florence.

- Panda/Kappa weapon for Yuri.
- A new Stud Card and the "Beautiful Fool" dress for Cornelia.
- "The Oath" scene between Yuri and Alice is prerendered.
- Trailer for Shadow Hearts: From the New World.
- The subquest "Deeper Into the Neam Ruins" involving Anastasia, is slightly extended.

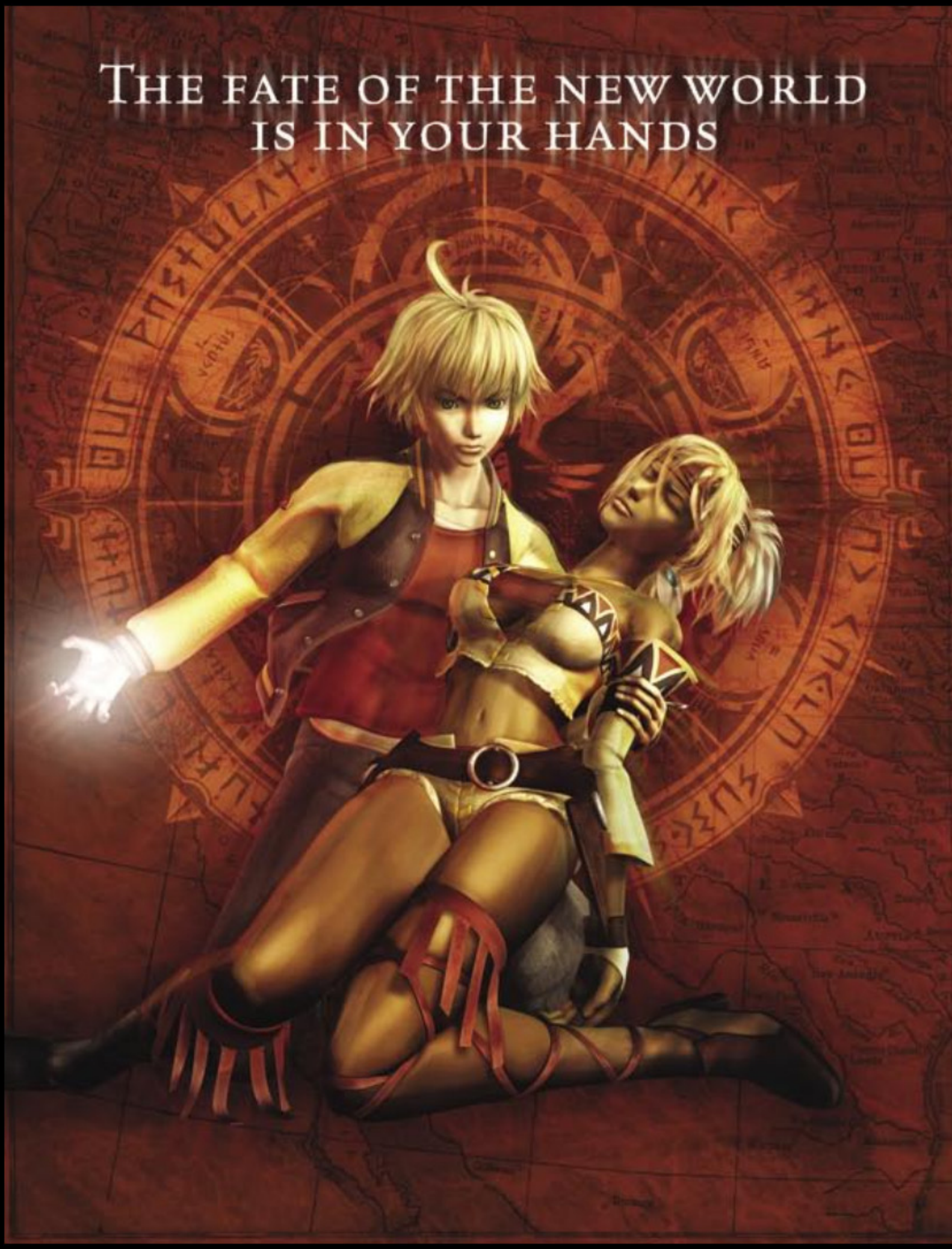
- New opening when you idle in the main menu (including gamplay scenes of the Sea of Woods and the Nahash Temple) .

Changes also include some new music tracks, a slightly bigger Judgment Ring, and support for the PlayStation 2 HDD.

There was also a rare limited edition known as the the "Shadow Hearts 2 DX Pack", which came with various extras and items, such as another DVD, a replica of Anne's Cross and two drinking coasters.

Shadow Hearts: Covenant has received positive critical response for having an innovative combat system, high-quality graphics and soundtrack, powerful storyline, and unique characters and atmosphere. IGN critic Jeremy Dunham awarded the game a 9.1 out of 10, calling it *"the perfect sequel"* which *"deserves to be in every role-playing fan's personal library"*. It was named IGN's RPG Vault PS2 Game of the Year for 2004.

According to an unnamed Nautilus program director, by 2005 the game had sold 120,000 units in Japan and around the same amount in the United States.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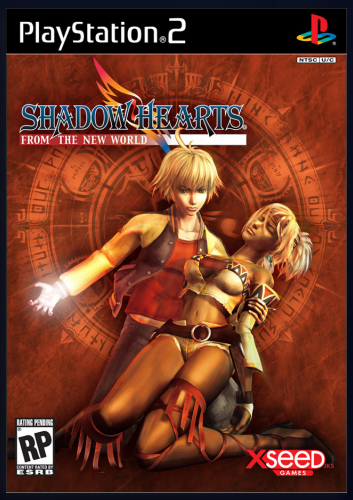
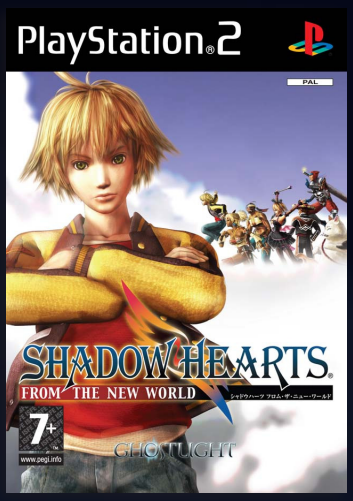
PlayStation.2

7.6

Shadow Hearts: From the New World





JNP

Developer	Nautilus
Publisher	Midway, (jp) Aruze Corp, (us) Xseed Games
Release date	(jp) July 28, 2005
Genre	Role-playing
Mode	1 Player

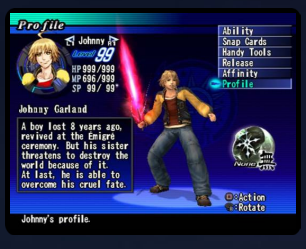
Shadow Hearts: From the New World is the third game in the Shadow Hearts series. The game series departs from Europe and centers on the "New World", the Americas. It is not directly related to the previous games in the series but it occurs in the same universe. The main characters' quest is to investigate mysterious "windows" from which vicious monsters pop out.

Gameplay follows that of its predecessors, using the Judgment Ring to decide most battle outcomes, as well as many other actions throughout the game. New in this game are combo attacks which the players can execute through special areas of the Judgment Ring.

Fusion is also back in the game, albeit quite differently. Unlike Yuri, Shania does not possess the power of the Harmonixer where she is able to fuse into different demons. She makes spirit pacts with the different Guardian Spirits and draws on their power to transform. Shania is only able to fuse into four forms but through acquiring fetishes; statues of different animals, she is able to learn different techniques by powering them up.

While some may argue that From The New World is closer to a spinoff than to a sequel, the game does include several links with the previous games. Besides a few returning characters and items, reference is made to Nicolai Conrad's release of Malice from the Apoina Tower in the previous installment, and a store in Times Square titled "Gepetto and Cornelia" is named after said people in Covenant.

The game received a somewhat weaker reception than Shadow Hearts: Covenant, though it was still, for the most part, positive. Common complaints included the game's shift in tone from the darker nature of the previous two to a more lighthearted atmosphere. Despite these shortfalls, the game tended to receive positive comments about the improved graphics and gameplay. X-Play gave the game a 4 out of 5.

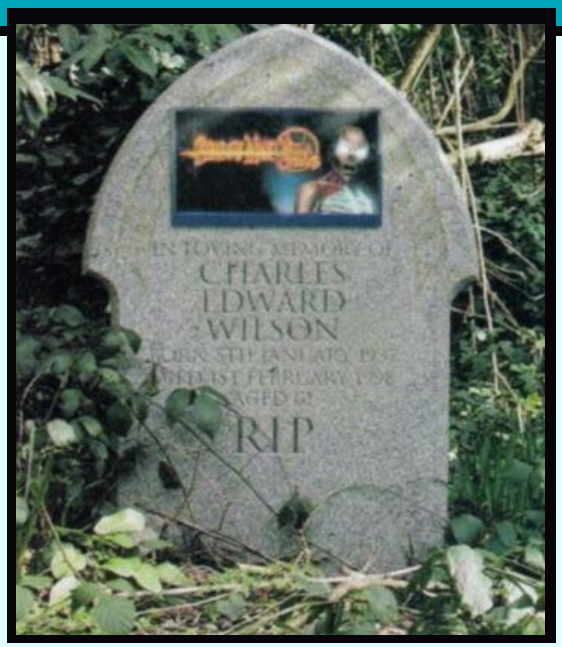


GRAVE MISTAKE?

by: PSW (AU) July 2002 #01

Shadowman 2 advertising campaign sparks fury.

Grandad's never coming back



DISTASTEFUL ADVERTISING CAMPAIGN, shameless publicity stunt, or a bit of both? That's the question being asked after Acclaim Entertainment launched its morally dubious *Shadowman 2* 'deadvertising' initiative. The software publisher is offering the recently bereaved the opportunity to subside funeral expenses by promoting the morbidly themed game on headstones across the UK. Needless to say that a great deal of controversy, and thereby more coverage of the game, has swiftly followed.

Newspaper and radio stations across the UK were quick to pick up on the *Shadowman 2* campaign, forcing Acclaim to defend its promotion. "Advertising has changed a lot - you walk down the street and companies are advertising on bins. The fact that people have given us permission to do it makes it legitimate," commented Acclaim's UK communication manager. Unsurprisingly, this argument, based on market freedom, has not washed with many groups that see this perverse marketing trick as a step too far in the push to sell videogames.

Religious groups have unsurprisingly strongly criticised the campaign, accusing Acclaim of taking advantage of the bereaved at a time when they are the most vulnerable, especially those struggling to cover the high funeral costs. However complaints to the Advertising Standards Association will fall on deaf ears. It's not within the organisation's remit to look at the location of advertising, only the actual content. And yes, before you bother complaining to us that we've contributed to the success of the morbid campaign by writing this article, we already know. Damn, we feel so cheap.

Shadow Man: 2econd Coming

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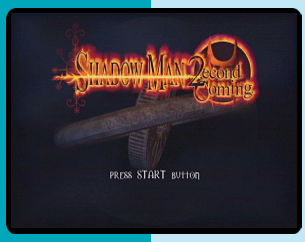
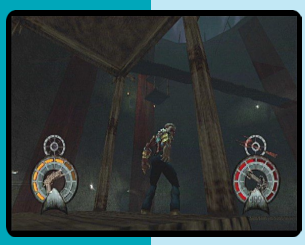


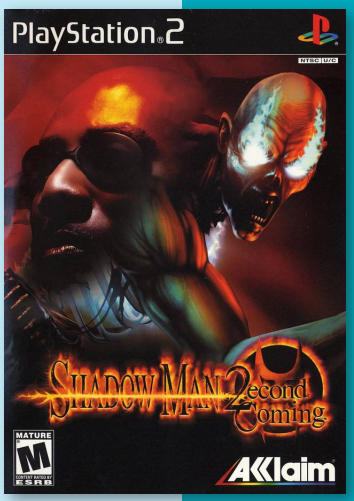


N P

Developer	Acclaim
Publisher	Acclaim
Release date	(us) March 2, 2002
Genre	Action-adventure
Mode	1 Player

Like the first Shadow Man title and the comic both are based on, the game features a dark and mystical atmosphere that also has a distinctly Cajun feel to it. The game follows protagonist Mike LeRoi in his quest to protect the living from otherworldly forces as part of his responsibility as the Shadow Man.

The game is a third person shooter and includes multiple routes, in-game transitions from day to night, real-time weather effects, and a rule-based AI that allows enemies to respond to various situations and events in different ways.



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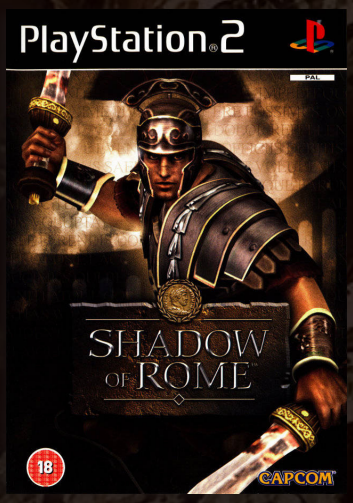
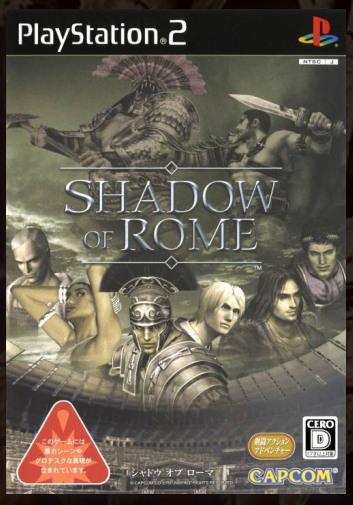




J N P

Shadow of Rome

Developer	Capcom
Publisher	Capcom
Release date	(eu) February 4, 2005
Genre	Hack and slash
Mode	1 Player

Shadow of Rome is a hybrid hack and slash/stealth game, with elements of vehicular combat. The plot is a fictionalized version of the assassination of Julius Caesar, focusing on two characters, Agrippa, a soldier whose father is accused of murdering Caesar, and who is forced to fight in the gladiatorial arenas, and Octavianus, who sets about proving Agrippa's father's innocence.

Shadow of Rome is played from a third-person perspective. The hack and slash parts of the game involve close quarters combat with weapons, and vehicular combat elements in the form of chariot racing. The stealth portions of the game involve basic stealth gameplay and some rudimentary puzzle-solving.

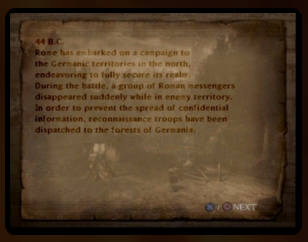
During combat, the player character is Agrippa, who can use various gladiatorial weapons such as swords, scimitars, maces, spears, bows, slingshots and flails. If Agrippa has severed the arm of an enemy, he can pick it up and also use it as a weapon. However, weapons can only be used for a certain amount of time before they break. During combat, a meter indicates the remaining vitality of Agrippa's weapon(s) and helmet (if he has one equipped). Agrippa can attack with his main weapon, his sub-weapon or shield, or with a two-handed weapon. The player can lock on to enemies to make Agrippa target them. Agrippa can also throw weapons at his enemies, and can fight with his fists, using strong and soft punches as well as shoulder tackles. If timed correctly, Agrippa can also steal weapons from his enemies, or knock their weapons out of their hands using a shoulder tackle. He can also attack from the ground by flinging sand into an approaching enemy's face, and he can attack downed enemies by stomping on them or stabbing them. If Agrippa stands behind a groggy enemy he can perform a suplex on them.

An important aspect of the combat gameplay are "SALVO points." Salvos are specific actions or combinations of actions which excite the crowd. When Agrippa performs a salvo action, he is awarded salvo points, which fill up the salvo bar. If Agrippa calls for the attention of the crowd when the bar is full, the audience will throw him rare and powerful weapons. If he calls for their attention when it is not full, they will throw normal weapons, shields, food, or often, nothing at all. At the end of each arena battle, Agrippa will be given a ranking based on the total amount of salvo points he achieved in that battle.

The other component of Agrippa's sections in the game involves chariot racing. In this mode, Agrippa must race against other chariots, and can win by either crossing the finish line first, or eliminating all of his opponents, either by killing them or destroying their chariots. Agrippa can whip his horses to give a speed boost, but doing do drains the horses stamina gauge. When it is empty, the horses can only run at normal speed, until the gauge begins to fill up again. Agrippa can eliminate opponents by driving alongside their chariots and attacking them or by forcing

their chariots into obstacles. Longer weapons can be found on the track itself, carried by slaves.

In Octavianus' stealth levels, the player must use stealth to navigate various locations in Rome. Octavianus cannot kill enemies, he can only knock them out by hitting them from behind with objects such as vases, choking them with ropes or placing banana peels in front of them. Once he has done so, he often has to drag their body into hiding to make sure other enemies don't find it. Other ways to avoid enemies are by hiding in large pots, or by stealing clothes and impersonating guards or other people. During these levels, there is an alert gauge which appears when Octavianus is spotted by an enemy. The gauge gradually empties over time if he is out of sight, and once it is completely empty, enemies stop looking for him. Octavianus can also distract enemies by throwing items such as stones and by whistling. Even if Octavianus is disguised, enemies can become suspicious of him if he does anything unusual, such as running, standing still for no reason, or trying to open locked doors. Often, enemies will stop him and question him. The player will be presented with a series of choices to try to assuage the guards' suspicions. If the player picks the wrong answer, Octavianus' disguise will fail, and he will be killed. Octavianus is also able to listen to conversations in locked rooms by peeking through keyholes. During levels where he must follow someone, he has a "Tail Gauge." When the person he is following is out of his sight, the gauge starts to empty, and when it is fully depleted he is adjudged to have lost the person he was tailing and the game is over.



Shadow of Rome was first revealed on January 28, 2004 when Capcom announced the plot would revolve around the assassination of Julius Caesar. Using an enhanced version of the Onimusha 3 game engine, and developed by the same team, under the guidance of executive producer Keiji Inafune, the game was announced as exclusive to the PlayStation 2. Capcom explained it would have two parallel stories and two different styles of gameplay; action and stealth.

"We want to make a game where your popularity is determined by how much the audience cheers you on. So you will need to be as brutal, violent and fantastic as possible in order to proceed through the tournament and become the most popular gladiator."
— Keiji Inafune; executive producer

The game received favorable reviews. IGN's Ed Lewis scored it 7.6 out of 10, calling the action sections *"pretty damn satisfying."* However, although he didn't dislike the stealth sections, he felt *"neither side of the game [...] is complex enough or [has] enough detail to make them something to want to dig into."* He concluded, *"put both these elements of the game together and the result is the equivalent of a summer action flick with a decent plot."*

GameSpy's Bryn Williams scored the game 3.5 out of 5, writing it *"oozes potential but ultimately fails to deliver greatness."*

Although originally conceived as the first part of a franchise aimed specifically at Western markets, Shadow of Rome did not sell well in either North America or Europe (entering the UK PlayStation 2 charts at #5), and ultimately, Capcom considered it a failure. Shadow of Rome 2 was already in early development prior to the release of the first game, but after the poor sales, executive producer Keiji Inafune chose to abandon the project, and Shadow of Rome 2 ultimately became Dead Rising.

SHADOW OF THE COLOSSUS

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PlayStation.2

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TEEN T ESRB

Blood
Fantasy Violence

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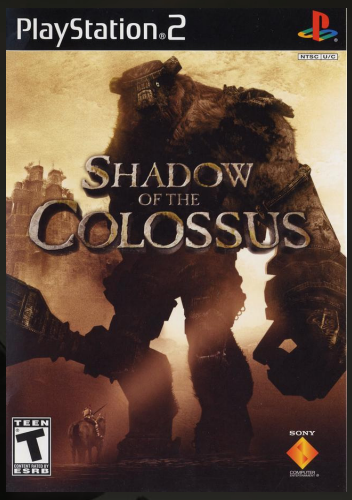
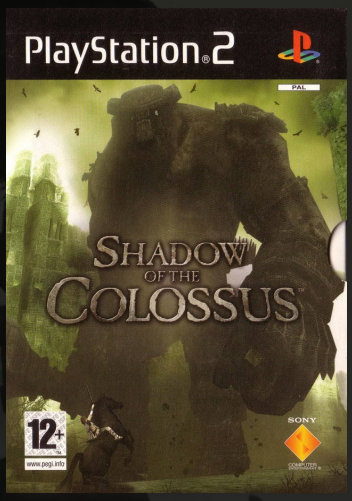
Shadow of the Colossus

9.1

Developer	Team Ico
Publisher	Sony Interactive Entertainment
Release date	(us) October 18, 2005
Genre	Action-adventure
Mode	1 Player





Shadow of the Colossus, released in Japan as Wander and the Colossus, is an action-adventure game developed by SCE Japan Studio and Team Ico, and published by Sony Computer Entertainment for the PlayStation 2.

The game's storyline focuses on a young man named Wander who enters a forbidden land. Wander must travel across a vast expanse on horseback and defeat sixteen massive beings, known simply as colossi, in order to restore the life of a girl named Mono.

Progression through Shadow of the Colossus occurs in cycles. Beginning at a central point in an expansive landscape, the player seeks out and defeats a colossus, and is then returned to the central point to repeat the process. To find each colossus, Wander may raise his sword while in a sunlit area to reflect beams of light, which will converge when the sword is pointed in the right direction of the next encounter. The journey to a colossus is seldom a straightforward matter: stretches of varied terrain often require that a detour be taken along the way. Most colossi are located in remote areas, such as atop cliffs or within ancient structures.

Once a colossus is found, the player must discover its weaknesses to defeat it. Each colossus dwells in a unique lair, and many colossi cannot be defeated without making use of the surrounding environment. Every colossus has at least one weak point, indicated by a glowing sigil that can be illuminated and identified by the sword's reflected light. Each colossus has areas covered with fur or protruding ledges, which Wander may use to grip and scale the colossus while it thrashes about in an attempt to dislodge him. While scaling a colossus, the player must act quickly, as Wander has a limited stamina gauge that decreases while he hangs onto the creature.

Wander and the colossi have life bars to indicate their remaining health. A colossus' health will decrease significantly when its weak points are attacked, while Wander can be harmed by a colossus' attacks or a fall from great height. Throughout the game, Wander is equipped with

only a sword and a bow with arrows, but may obtain other weapons from completing the Time Attack trials.

While the colossi are the only enemies, there are natural animals in the environment. Only one species, however, has any effect on gameplay: eating the tail of a certain kind of lizard increases Wander's stamina gauge. Likewise, the player may find fruit that increases Wander's maximum health.

Wander's horse, Agro, plays a large role in the game. In addition to serving as a means of transportation, fighting from horseback is vital to defeating some of the colossi. There are, however, many environments that cannot be traversed by horse, and colossi often inhabit areas within deep water or beyond large obstacles that must be scaled. Agro cannot travel beyond these, and when separated from Wander by such obstacles, cannot participate in the following battle. Agro is referred to as a male in the English-language version of the game, though director Fumito Ueda said that he saw Wander's horse as female.

The environment must be used to the player's advantage more often as the game progresses. The first two battles take place on simple, large, flat areas of land, with the only goal being to discover how to scale the colossi and attack their weak points. However, the majority of the following fourteen battles require that some aspect of the battlefield be used.

Shadow of the Colossus is considered both a spiritual successor and prequel to Ico. For several months during and after the game's release, the game's director and lead designer, Fumito Ueda, maintained that the game's status as a prequel was simply his personal take on the game and not necessarily its canon nature, as he largely intended for players to decide the specifics of the story for themselves, but he confirmed the two do have a connection. Moreover, the shadowy figures which appear in the Shrine of Worship are connected to the shadows which the player must fight in Ico. Both games feature "horned" characters for protagonists (Wander sprouts horns at the end of the game). The Queen's Sword from Ico is also available as a bonus unlockable item. Both games also use unique fictional languages.

With a team of thirty-five people, Shadow of the Colossus began development in 2002 under the project name Nico (a portmanteau of ni, 2 in Japanese, and "Ico") and was intended to be a sequel to Ico. An early technology demo for the project shown at the DICE Summit in 2003 depicted a group of masked, horned boys riding horses while attacking and defeating a colossus. However, Fumito Ueda expressed that, at the time, it was simpler to reuse the character design of Ico's protagonist, and that he never explicitly desired a sequel to Ico. Japanese pre-orders of Shadow of the Colossus later included a bonus DVD with the concept video, a trailer describing Nico's plot, and an introduction the development team states

they wanted to use in Shadow of the Colossus.

Ueda and producer Kenji Kaido held their team to a high standard throughout production. An admitted perfectionist, Ueda felt that only one or two out of 500 artists who applied to work on Shadow of the Colossus met his criteria, and often demanded thorough changes in design until it matched his vision. For his part, Kaido challenged the programmers to meet the concept of realistic physics in relation to the movement of the colossi and the subsequent effect this movement would have for Wander, both in terms of how he might be displaced and how he may be able to use this movement to his advantage. For instance, if a colossus were to shake, Kaido wanted Wander's position to shift realistically in response. Additionally, if a colossus' limb was currently horizontal, Kaido wanted the player to be able to run across the limb as though it were any other flat surface. He referred to these two concepts as *"player dynamics and reactions"* and *"organic collision deformation"*. The realistic physics engine produced as a result required that faster colossi had to be smaller as well.

Ueda wished the game to have a unique presentation and change how both players and developers perceived the idea of what bosses should be in video games. To achieve this, he ensured that the game's only enemies would be the sixteen colossi, that they could only be approached one at a time, and that they would have various behavior patterns. Though limiting the presence of enemies to only bosses was partly intended to differentiate the game from others, Ueda also expressed that it was to ensure that the programmers' focus was entirely on the colossi so that their quality would be as high as possible. In accordance with this focus upon the colossi—and

his preference for simple controls—he intended that one button on the game controller be used solely for targeting the colossi during battles. Ueda cited The Legend of Zelda as an influence on the boss design, referring to the bosses as *"inverted Zelda dungeons."*

A theme of companionship between the player and an AI-controlled partner was a concern for Ueda. In Ico, this theme was presented through the protagonist and the character Yorda, whom the player was required to work with and protect while navigating the game's environments. Similarly, a key element in Shadow of the Colossus is the relationship between Wander and his horse, Agro. Intended to be a realistic representation of a horse, Agro will occasionally ignore commands. In Ueda's words, *"a real horse ... doesn't always obey. It's not like a car or a motorcycle, it won't always turn when you say 'turn!'"* However, he has admitted that the team had to seek a balance in how often Agro did not respond to commands so as to not sacrifice playability in the pursuit of realism.

All elements of the game—including audio, gameplay and visuals—were used to achieve an atmosphere of a *"lonely hero"*, which Ueda considered important in the development of the game. Lighting, in particular, was used to establish a dark, fearsome setting for the forbidden land, while the protagonist's sword would provide a means of navigation that was *"direct and only expressible visually"*. Like Ico, Shadow of the Colossus uses a distinct style of lighting. The game's engine uses elements such as desaturated colors, motion blur and partial high dynamic range rendering, with a heavy emphasis on bloom lighting.

A PlayStation 3 remastered version of Ico and Shadow of the Colossus was announced at Tokyo Game

Show 2010 and released in September 2011. Developed by Bluepoint Games, both were improved graphically to take advantage of the PlayStation 3's hardware and HDTVs, with numerous other improvements implemented.

While the game has an extensive orchestral soundtrack, the music is only heard during cut scenes and colossus encounters, while time spent at the Shrine of Worship and traversing the landscape is silent save for the sounds made by the protagonist, his horse and their surroundings. The open nature of the game world and lack of life, coupled with this limited use of music, aids in establishing an atmosphere of solitude, similar to that of Ico.

The PAL version of the game was released in February 2006. Much like the PAL release for Ico, the game came in cardboard packaging displaying various pieces of artwork from the game, and contained four art cards.

The game also came with a "making of" documentary, a trailer for Ico and a gallery of concept art, accessible from the game's main menu. Sony Computer Entertainment also re-released Ico in PAL territories at the time of Shadow of the Colossus's release, both to promote the game through Ico's reputation, and to allow players who did not buy Ico during its original limited release to *"complete their collections"*.

Some confusion has arisen in PAL regions concerning the official name of the protagonist primarily because of the manual's usage of "Wanda", while the North American manual and the game itself uses the name "Wander". In fact, the Japanese version of the game spells the name "Wander" as ワンダ (Wanda), which is also the common transliteration of the English name "Wanda", hence the mistake in the manual.

Shadow of the Colossus's commercial reception was positive, with sales of 140,000 copies in its first week at retail in Japan, reaching number one in the charts. Almost 80% of the initial Japanese shipment was sold within two days. These figures compare favorably with Ico, which was well received by critics but failed to sell a significant number of units. The game was placed on Sony's list of Greatest Hits titles on August 6, 2006.

Unlike Ico, Shadow of the Colossus received far more exposure, due in part to Sony putting its weight behind a massive advertising campaign. It was advertised in game magazines, on television and on the internet, including a viral marketing campaign launched in October 2005. The site posted links to several websites claiming that the remains of five giants resembling certain colossi had been discovered in various parts of the world. The website has since been taken down. Some speculate that Ico's sales figures could have been improved if similar advertising efforts were made before its release.

Shadow of the Colossus received critical acclaim, with an average critic score of 91% at GameRankings, making it the 11th-highest rated game of 2005. These include the Japanese magazine Famitsu, who rated the game 37/40, the UK-based Edge, who awarded an 8/10, and Electronic Gaming Monthly, who granted 8.8/10. GameSpot's review gave it an 8.7, commenting that *"the game's aesthetic presentation is unparalleled, by any standard"*, while multimedia website IGN hailed the game as *"an amazing experience"* and *"an absolute must-have title"*, rating it 9.7/10. GameSpy described it as *"possibly the most innovative and visually arresting game of the year for the PS2"*. A retrospective Edge article described the game as *"a fiction of unquestionable thematic richness,*

of riveting emotional power, whose fundamental artistic qualities are completely fused with its interactivity." Dave Ciccoricco, a literature lecturer at the University of Otago, praised the game for its use of long cutscenes and stretches of riding to make the player engage in self-reflection and feel immersed in the game world.

Many reviewers consider the game's soundtrack to be one of its greatest aspects. In addition to Electronic Gaming Monthly's award of "Soundtrack of the Year", GameSpot commented that the musical score conveyed, and often intensified, the mood of any given situation, while it was described as *"one of the finest game soundtracks ever" by a reviewer from Eurogamer*.

However, the game has been criticised for its erratic frame rate, which is usually smooth while traversing the landscape, but often slows down in fast-paced situations, such as colossus battles. Concern was also expressed about the game's camera, which was described by GameSpy as being *"as much of an opponent as the Colossi"*, *"manag[ing] to re-center itself at the worst and most inopportune times"*. Reviewers are often mixed about Agro's AI and controls; while gaming website Thunderbolt insists the realism of Agro's movement and behaviour *"create[s] a videogame experience unlike any other"*, Edge commented that the controls were *"clumsy, crude, and unpredictable"*. Other critics like Game Revolution and GameSpot felt the game was too short (average playthrough time estimated 6 to 8 hours), with little replay value given the puzzle elements to each colossus battle.

Shadow of the Colossus has received several awards, including recognition for "Best Character Design", "Best Game Design", "Best Visual Arts" and "Game of the Year", as well as one of three "Innovation Awards" at the 2006 Game Developers Choice Awards. In 2012, Complex magazine named Shadow of the Colossus the second-best PlayStation 2 game of all time, behind God of War II.

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Shadow the Hedgehog

4.5

Developer	Sonic Team
Publisher	Sega
Release date	(us) November 15, 2005
Genre	Action-platformer
Mode	1-2 Players

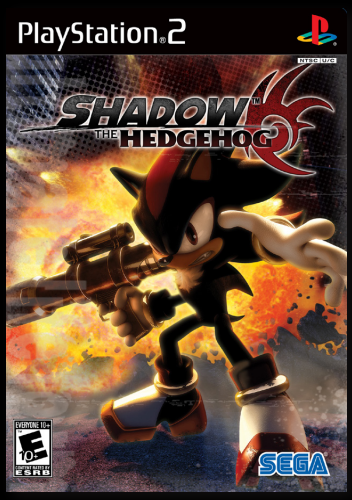
Shadow the Hedgehog is a spin-off from the Sonic the Hedgehog series and follows Shadow the Hedgehog, a creation of Doctor Eggman's grandfather, Professor Gerald Robotnik, as he attempts to learn about his past while suffering from amnesia.

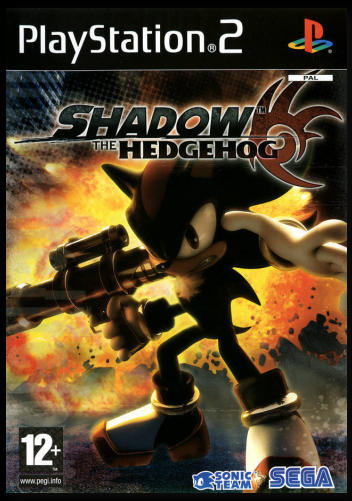
Shadow the Hedgehog introduces third-person shooter elements and nonlinear gameplay to the Sonic franchise. To defeat enemies, Shadow can use various weapons and special attacks, and most levels have three possible missions that the player may choose to complete. The missions completed determine the game's plot and subsequently playable levels.

As in most Sonic series games, the Chaos Emeralds play a major role; they help Shadow remember his past and allow him to perform Chaos Control and Chaos Blast. Chaos Control allows Shadow to move more quickly in levels and slows time in boss battles, and Chaos Blast creates an explosion that destroys or severely damages all nearby enemies. Shadow can perform Chaos Control after the player fills the Hero Gauge by defeating Black Arms soldiers, and he can perform Chaos Blast after filling the Dark Gauge by defeating G.U.N. soldiers.

The development team wanted to make a game featuring Shadow to capitalize on the character's popularity and resolve plot mysteries that began with his introduction in Sonic Adventure 2. Director Takashi Iizuka, who targeted a younger audience with previous Sonic games, strove to attract an older audience with Shadow the Hedgehog; Shadow's darker character also allowed the team to use elements otherwise inappropriate for the series.

Shadow the Hedgehog received generally unfavorable reviews from critics, who disliked its controls, plot, and dark themes, and took particular issue with the addition of guns and other weapons to traditional Sonic gameplay. However, some praised its replay value and it went on to become a commercial success, selling 2.06 million copies by March 2007.





J N P

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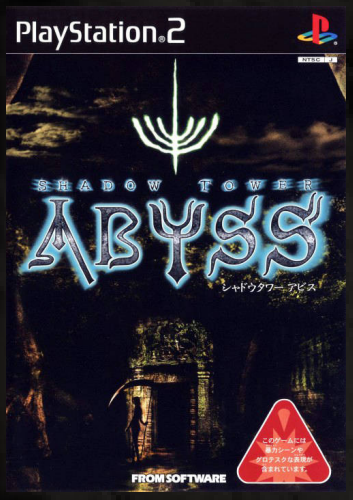


Shadow Tower Abyss

Developer	From Software
Publisher	From Software
Release date	(jp) October 23, 2003
Genre	Role-playing
Mode	1 Player

Shadow Tower Abyss is a sequel to the 1998 PlayStation game, Shadow Tower, and features a number of genre and mechanical elements that can also be found in Demon's Souls and the King's Field series.

The game is set within the citadel first featured in Shadow Tower, and sees the return of a number of familiar non-player characters. The protagonist, an explorer, is in search of an arcane spear thought to have given great powers to the long-dead ruler of the kingdom, and ushered in an age of unrivalled prosperity. What remains of the kingdom today is largely covered over by the forest, save for the tower itself. Once inside the citadel, the protagonist encounters a mysterious Old Man, who traps him within and forces him to climb to the very top of the structure to escape.

Shadow Tower Abyss is played entirely from the first-person perspective, and requires the player to navigate through a series of catacombs, caverns and open-air walkways in an effort to ascend the tower. There are numerous regions within the citadel, including subterrean forests, hellish caverns, waterfalls and temple-like chambers. While exploring, the player encounters a variety of friendly and aggressive characters, and collects keys, armour and up to 500 different weapons. Furthermore, the game features the ability to wield two weapons, a detail that allows players to easily switch between a handgun and a dagger, for example. Unlike Shadow Tower, the sequel does not feature a multiplayer mode.

The game world is populated with a total of 68 monsters and non-player characters. The majority are aggressive and attack the protagonist on sight, while others provide information and serve to further the plot. During battle, players can sever segments of a creature's body with knives and decapitate them with carefully placed shots from their firearm. The wings of aerial combatants can be targeted with a sniper rifle, causing them to plummet to earth when struck. Additionally, the game's A.I. results in opponents often fleeing from the player when injured.

Typical to a number of games within the role-playing genre, Shadow Tower Abyss features a statistics-orientated character development system. Unusually, however, the protagonist does not gain experience points, but 'grows' by destroying the numerous denizens of the tower and harvesting their souls. Thus, over time the player will gradually become stronger and inflict comparatively more damage. This 'growth' mechanic is also found in the game's predecessor, and serves to encourage players to explore as much as possible. Hit points, which represent the life force of the player, and magic points, for casting spells, are determined by additional mental and physical attributes. Vitality, for example, directly affects the number of hit points, while Strength influences the maximum weight that can be carried. Break, Pierce and Slash each determine the damage done by the relevant melee weapon, whether it be a hammer, dagger, or an axe. In addition, certain items

grant permanent or temporary bonuses to the player's attributes. A Soul Pod, for example, will grant the player an extra twenty points for any attribute, while the Symbol of Elements increases the magical Elements statistic by fifty percent for a brief period.

Although there are firearms spread throughout the game, ammunition is scarce, and the various melee weapons are all durable. If the player uses their axe excessively, for example, it will eventually deteriorate to the point of breaking. While replacement weaponry can be found in containers and retrieved from corpses, the game features a number of different shops, which are each represented by glowing crystalline structures: Merchants (green), Blacksmiths (purple) and Healers (red). 'Cunes' are the game's unit of currency, and are typically looted from cadavers. In addition, there are save points, which are represented by a cyan crystal.

Three years after the release of its predecessor, From Software announced Shadow Tower Abyss in 2001 and unveiled the game's website on 13 December 2002. A demonstration version, presented at the Tokyo Game Show between 26 and 28 September 2003, suggested that development was almost finished. Shadow Tower Abyss was the only role-playing game in From Software's stall, and the company's other ventures at the time included Otogi: Myth of Demons, Kuon, Armored Core: Nexus and Echo Night: Beyond.

While the Japanese release of Shadow Tower Abyss continued as planned, the English version was cancelled during the localisation stage. Mark Johnson, Agetec's producer, announced the cancellation on the SCEA website and stated that *"for the most part the localization was completed, aside from package and manual"*. According to Johnson,

the publisher had expressed concerns over its projected sales outside of its home market. Although Shadow Tower Abyss was ranked 14th overall and had been released mid-week, only 12,908 units were sold in Japan in the period from 20 to 26 October 2003. SCEA was also worried at the game's visual quality in comparison with its contemporary rivals within the role-playing and first-person genres. Johnson went on to say that the cancellation was *"by far the hardest thing for me to accept and I did everything possible to fight for its release"*. A petition to SCEA was unsuccessful. Instead, Agetec went on to publish one of From Software's other games, Echo Night: Beyond, in the United States in 2004.

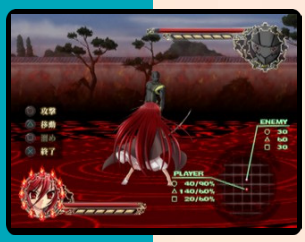
A fan translation was released in 2011.

The Japanese gaming publication Famitsu gave the game a score of 30 out of 40.

In 2009, From Software revisited the dark fantasy role-playing genre with the critically acclaimed Demon's Souls on the PS3. As with Shadow Tower Abyss, Demon's Souls centres on the collection of the souls of the dead as a means of developing the statistics and equipment of one's character. Also like Abyss, Sony once again declined to publish Demon's Souls overseas, and instead publishing rights for the American release were obtained by Atlus. While IGN reported that the game had sold out in Japan, with 39,689 units shipped during its first week, the game also fared well in the United States with 150,000 units sold by October 2009 and 250,000 by mid-March 2010. Given its overseas performance, Yeonkyung Kim, a Sony employee responsible for localisation, remarked that the company's decision not to publish world-wide was *"a mistake"*, and Demon's Souls should have *"come out as a first-party title"*.

8.0

Shakugan no Shana



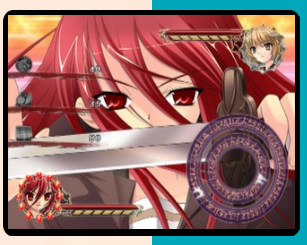
J

Developer	Vridge
Publisher	Media Works
Release date	(jp) March 23, 2006
Genre	Adventure
Mode	1 Player

Shakugan no Shana, based on the lightnovel/anime/manga of the same name, is a visual novel with a battle system and dating sim elements. The game follows the events of the first season. The choices made throughout the game determine which of the five endings the player receives at the end of the game.

The player takes on the character of Yūji Sakai, a normal high school student, who finds out he's dead. Just before being consumed by a monster, a sword-wielding girl saves him. The girl call herself a "Flame Haze", people who hunt the "Guze no Tomogara", creatures from another world. As Yuuji notices a blue flame in his chest, she calls him a "Torch", a temporary replacement, saying that the "real" Yuuji's existence had already ended. Unfazed, Yuuji befriended the strange girl and joins her fight against Tomogara and other Flame Hazes.

"giantbomb.com"



6.3

Shaun White Snowboarding

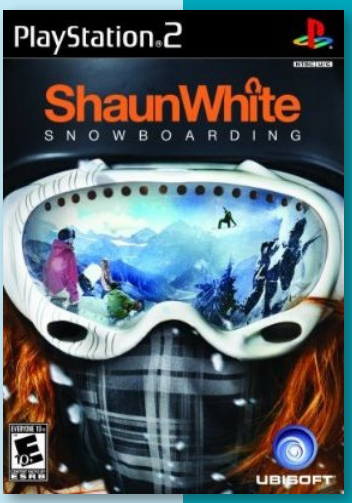
N P

Developer	Ubisoft
Publisher	Ubisoft
Release date	(us) November 16, 2008
Genre	Sports
Mode	1-2 Players

As with many snowboarding games, there are numerous riders with various skills and abilities to unlock and choose from.

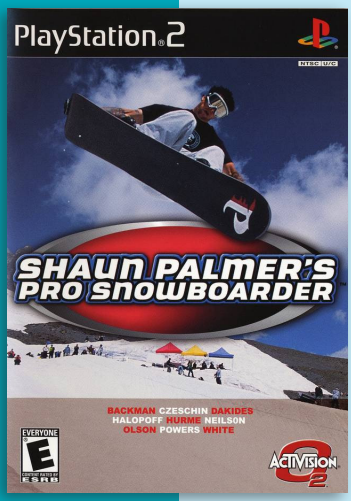
During the course of the game the player earns money by completing the challenges which can in return be invested in more stylized clothes and additional types of snowboards. Each of the boards has six stats, like balance or speed, and not all of them are the best possible option for every given situation.

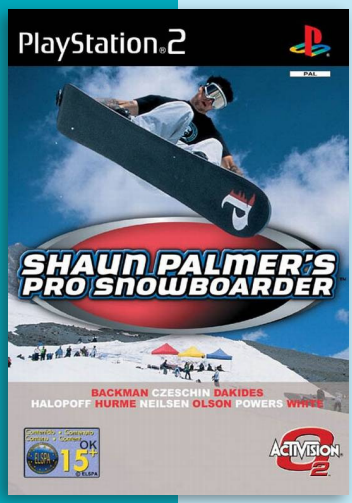
The game puts players in an open world with players free to roam around the slope as they pleases. Several lifts them to different starting locations but if they wants, they can also walk and discover hidden areas by doing so.



Shaun Palmer's Pro Snowboarder

6.4





Developer	Dearsoft
Publisher	Activision, Codemasters, (jp) Success
Release date	(us) November 13, 2001
Genre	Sports
Mode	1-2 Players

Shaun Palmer's Pro Snowboarder is a snowboarding game that resembles Tony Hawk in gameplay style where player's can pick from ten different professional snowboarders such as the game's namesake, Shaun Palmer, including Shaun White, Tara Dakides, Ross Powers, Tommy Czeschin, Leslee Olson, Jimmy Halopoff, Ingemar Backman, Drew Neilson and Markus Hurme and eight real-life locations such as Aspen or Mt. Hood.

There is a Freeride mode and a Career mode where the player performs complex tricks to gather points, but also must perform certain tasks for each stage in order to advance to further levels such as performing certain tricks or jumping off certain ramps and picking up various items scattered throughout the stage. There are also multiplayer modes present that lets friends go head-to-head either by racing to the end of the stage first or out perform each other. It also features music from Papa Roach, Static-X and Alien Ant Farm.

"mobygames.com"

J N P

She, the Ultimate Weapon

6.6

Developer	KCET
Publisher	Konami
Release date	(jp) May 29, 2003
Genre	Visual novel
Mode	1 Player

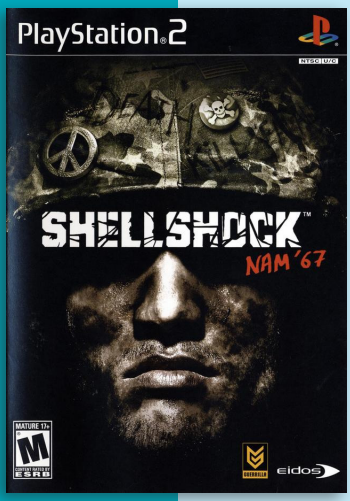
The game is based on a manga and animé series of the same name. It is set in future, during World War III. The two heroes Shuuji and Chise are a boy and a girl who live on Hokkaido, the northern island of Japan. Gradually, they fall in love with each other, but during an assault on Hokkaido Shuuji discovers the terrible truth: Chise is not an ordinary girl, but the ultimate weapon Japan relies on in order to win the war.

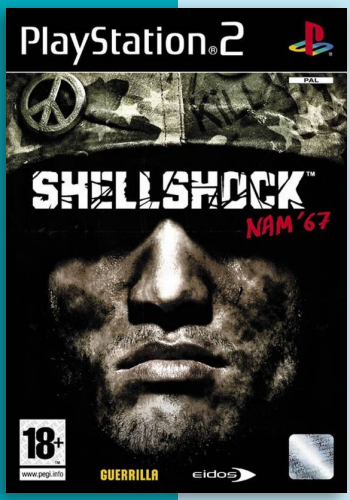
As the story advances, Shuuji will have to choose between various answers and actions, determining his relationship with Chise.

J

ShellShock: Nam ‘67

5.8





Developer	Guerrilla
Publisher	Eidos Interactive, (eu) Square Enix
Release date	(eu) September 3, 2004
Genre	Third-person shooter
Mode	1 Player

Shellshock: Nam ‘67 is a third-person shooter released for Windows, PlayStation 2 and Xbox. Players take on the role of a rookie soldier on his first tour of duty. Using a third-person perspective, players experience napalm bombardments of civilian villages, sneaky night missions along the river banks, claustrophobic tunnel systems and large battles in temples and open fields. Most missions are played as a team, but team members cannot die and do no influence the mission objectives. Players will have to assassinate enemy generals, take out crucial boats and guide the team through unknown territory.

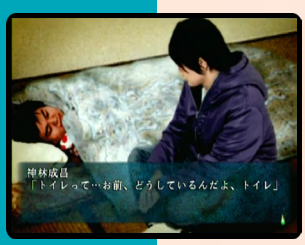
The game does not have drivable vehicles, multiplayer options or extensive environmental interaction, but it features a particular system of dismantling the many bombs and traps: in a race against time, players have to perform a long key sequence in the correct order to clear the path. The atrocities on both sides are clearly shown in the cutscenes, filmed as through a shaky hand-camera. Either side is not afraid to abuse civilians for their cause and this sense of realism gives the game a rather raw edge. Players can even purchase the services of hookers in the base camp.

“mobygames.com”

J N P

Shiju Hachi

4.0



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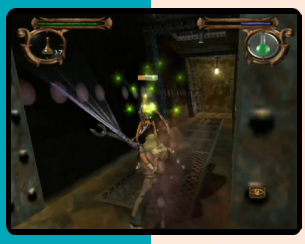
Developer	Banpresto
Publisher	Banpresto
Genre	Action-adventure
Genre	Visual novel
Mode	1 Player

Shiju Hachi is a sound novel published by Banpresto for the PlayStation 2. The game start with the player character receiving a telephone call, where a person says that the player have won a chance to test a new game. To participate, the player have to tell the person on the phone everything about the players personal life. After a while a game called Shiju Hachi arrives, and after playing it strange things have start happening.

Shifters

3.7



Developer	3DO
Publisher	3DO
Release date	(eu) April 26, 2002
Genre	Action-adventure
Mode	1 Player

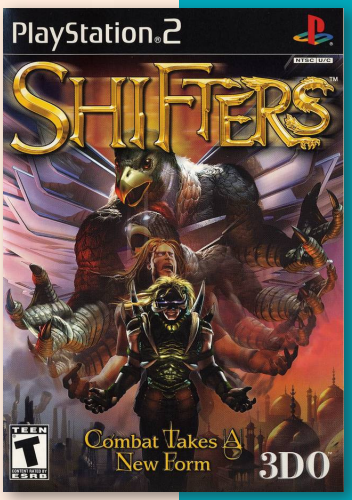
Shifters, also known as Shifters of Might and Magic, is a 2002 action role-playing game set in the fictional Might and Magic universe. It is a direct sequel to the PlayStation 2 incarnation of Warriors of Might and Magic.

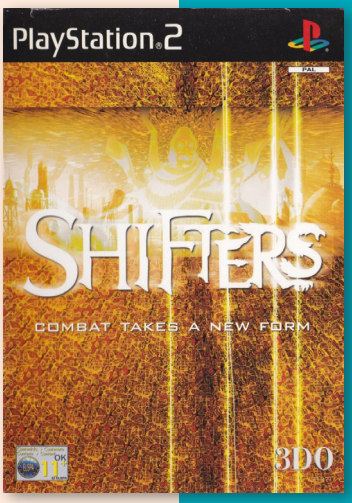
The player controls Alleron, the lead character from Warriors of Might and Magic. Within this game Alleron must defeat the mysterious horde of flesh and metal invaders who are replacing the villages with steam-powered cities. Unlike the previous game, Alleron has gained the power to shapeshift and can assume 24 different creature forms, such as a humanoid ram and a griffin-like creature.

Alleron travels through six different worlds in which he must do battle with members of a specific race. Often, these areas end in boss battles, although not always. Along the way, there are many "secret" areas that are accessible only to particular forms, such as areas blocked off by bars or grates. No matter the choices of forms, however, the main game can always be completed.

The combat system has multiple ways of approaching enemies as there are different combos that can be executed based on which buttons are pressed and when they are pressed. The different forms and the different weapons will have different combos, some of which can end in an attack that may send the enemies flying. Many of the new forms come with a new spell as well, often times making a form that lacks in the physical fighting area more useful, some of which are the spells which can be used to gain access to previously inaccessible areas which often have secrets or treasures. Spells useful for combat also can be gained, allowing evening of certain circumstances should the odds seem out of the player's favor.

The reception of this game was mixed to negative. Gameinformer gave the game a 6.8 out of 10, GameZone gave it a 5.9 out of 10, saying *"the side quests were mostly silly and I didn't want to do them."* PSX nation gave the game a 5.0 out of 10. they all criticized the camera controls, the enemy AI and said that it was too easy.





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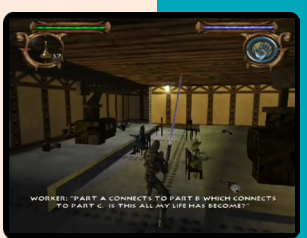


7.1

J

Shijyou Saikyou no Deshi Kenichi: Gekitou! Ragnarok Hachikengou

Developer	Capcom
Publisher	Capcom
Release date	(jp) March 15, 2007
Genre	Fighting
Mode	1-2 Players

Shijō Saikyō no Deshi Kenichi: Gekitō! Ragnarok Hachikengō is a fighting game that is based on the Ragnarok Saga in the History's Strongest Disciple Kenichi anime/manga. It features several of the main characters from the main series.

Each character has their own moving styles and techniques, and can use secret moves and activate their Dou or Sei modes.

There is also a unique feature in the game- whenever the player chooses Kenichi or Miu the Furinji Dojo, they will go barefoot. This is because that particular stage is their personal family dojo, and they respectfully do not have any footwear on while inside.

"kenichi.fandom.com"

Shinki Gensou: Spectral Souls II

Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) January 27, 2005
Genre	Strategy, Role-playing
Mode	1 Player

6.6

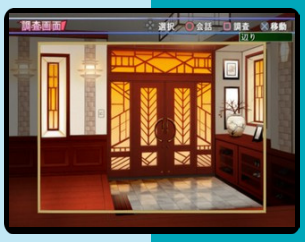
Shinki Gensou: Spectral Souls II is a strategy war game with RPG elements. Players can choose to fight for one of the several kingdoms that take part in a war. Players send their troops to attack other kingdoms or to defend their own, and manage large strategic battles. Each action in battle requires action points (AP). Players can also use the Hold command, which will allow chain attacks performed by several party members together. The characters level up after battles and completed missions, and players can freely distribute their experience points to upgrade their skills and to create their own ones. They can also mix and enhance items in special facilities.

The game was remade into Spectral Souls: Resurrection of the Ethereal Empires in the US and released on PSP, Android, iOS, and PC.

J

Shikaku Tantei: Sora no Sekai - Thousand Dreams

8.6



Developer	Nine's Fox
Publisher	Nine's Fox
Release date	(jp) September 13, 2007
Genre	Adventure
Mode	1 Player

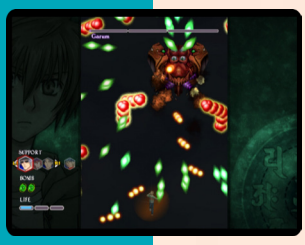
In this adventure game, the player takes the role of a detective who have been hired by three sisters to investigate an assassination (or accident or suicide) that has occurred in the mansion where they live. The gameplay consist of examining each room and talk to each character to gather clues that allows players to advance the story.

"psxdatacenter.com"

J

Shikigami no Shiro: Nanayozuki Gensoukyoku

7.3



J

Developer	Alfa System
Publisher	Kids Station
Release date	(jp) August 18, 2005
Genre	Action-adventure
Mode	1 Player

Shikigami no Shiro Nanayozuki Gensoukyoku, loosely translated as Seven Moon Nocturne, is a graphic-text adventure spin-off to the Castle of Shikigami series. Though the majority of the game is comprised of dialogue, there are occasional boss fights played in shoot 'em-up Shikigami tradition.

Shin Bakusou Dekotora Densetsu

8.3

Developer	Spike
Publisher	Spike
Release date	(jp) February 10, 2005
Genre	Racing
Mode	1-2 Players

This is the PS2 entry in the Bakusou Dekotora Densetsu semi-truck racing franchise. Seven modes of play is featured, including main mode where players make deliveries throughout Japan, collecting money and upgrading their truck along the way. Starting with a simple truck, the goal is to become the number one trucker in Japan. The story mode feature characters from the series, and includes a few romantic entanglements.

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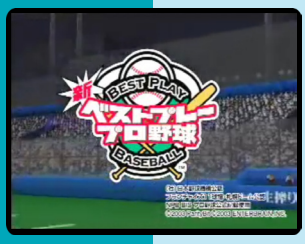
8.4

Shin Best Play Pro Yakyuu



Developer	Enterbrain
Publisher	Enterbrain
Release date	(jp) September 25, 2003
Genre	Sports, Simulation
Mode	1-2 Players

Shin Best Play Pro Yakyuu, not to be confused with the 1988 NES release by ASCII, Best Play Pro Yakyuu, is a baseball game by Enterbrain.

The game is purely a simulation game. Players take the role of a baseball team manager and have to recruit players and train them up whit the goal of leading the team to the Japan championship league.

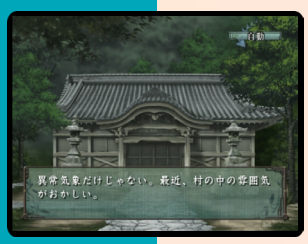
Shin Hisui no Shizuku: Hiiro no Kakera 2

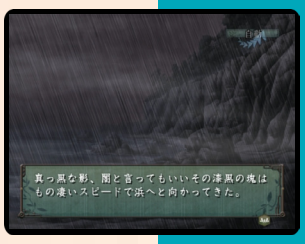
Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) October 1, 2009
Genre	Visual novel
Mode	1 Player

The game centres around Suzu Takachiho, the daughter of the Tamayorihime, a princess with the sole purpose of sealing away a dangerous artifact of the gods, the Onikirimaru. Suzu's close cousin and sister figure, Mao Yasaka, is next in line to succeed her mother as Tamayorihime and keep the seal on the Onikirimaru in place, protecting the land from the wrath of the gods. All is well until Mao mysteriously disappears, bringing Suzu back to her bloodline and forcing her to take on the role of Tamayorihime in her cousin's place. Suzu must now seal away the Onikirimaru once again, all while attempting to uncover the mystery behind Mao's disappearance and its ties to a dangerous woman known only as the Toyotamahime. Fortunately, she has the aid of her guardians, six young men who have taken an oath to protect the Tamayorihime from any danger she may face.

This is the sequel to Hiiro no Kakera, though despite the minor parallels between the roles of the protagonist, the story takes place in a completely different setting with a new cast. It is a visual novel targeted at a female audience, allowing the player to choose between the seven eligible bachelors by making choices throughout the story.

"mobygames.com"





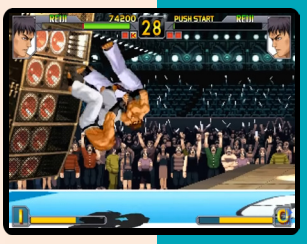
Shin Gouketsuji Ichizoku: Bonnou Kaihou

7.4

Developer	Noise Factory
Publisher	Excite
Release date	(jp) May 25, 2006
Genre	Fighting
Mode	1-2 Players

Shin Gōketsuji Ichizoku: Bonnō Kaihō is the sixth installment in the Power Instinct series and serves as something of a sequel to the 2003 arcaede game, Matrimelee, although like Power Instinct Legends, it's also not a proper sequel to the main series, and could be said to be a port or an "update" of Matrimelee. The game's story takes place after the events from the Matrimelee. Unlike the other sequels in the series, Bonnou Kaihou is the first one to be made exclusively for a console. It was created for and released on the Playstation 2 by Noise Factory and Excite on May 25, 2006.

Bonnou Kaihou is generally much like it's predecessor, although there are some changes. It features enhanced graphics and sound, the return of two of the older characters (Angela Belti and Kinta Kokuin), a new boss (Bobby Strong), and the return of the transformation feature. Gameplay was also improved in some areas, and the input for a number of special moves and super attacks were simplified to make it easier to handle the game. Of note is that the Rage of the Dragons characters were not carried over from Matrimelee.



The Stress meter is no longer featured, instead operating like that of a regular Super Meter found in other fighting games, though it retains the same 3-level limit, and characters still get a Stress Flame when the bar raises up a level.

The game also featured an online mode and a 'Lust Cards System' that consisted of buying cards with special effects. Some allowed the player to change certain characteristics of the characters, others are used to view special music video clips, and others to call strange characters to help the player in battle.

Those who pre-ordered the game received a bonus CD which contained full chorus arranged versions of a few of the songs and a digital calendar.

"powerinstinct.fandom.com"

Shin Koihime†Musō: Otome Ryōran Sangokushi Engi

5.5

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Developer	Yeti
Publisher	Yeti
Release date	(jp) November 10, 2011
Genre	Visual novel, Simulation
Mode	1 Player

Shin Koihime†Musō is a retelling of the first visual novel with several new characters added. In this new version, the player must choose which faction Hongō Kazuto must ally with in the beginning, which results in three routes.

The setting is an alternate version to the Chinese historical novel “Romance of the Three Kingdoms”. In it, Kazuto, the player character is sent to another world one night when he is sleeping. He wakes to find himself in the Koihime Musou universe.

“koihimemusou.fandom.com”

Shirogane no Torikago: The Angels with Strange Wings

Developer	Starfish
Publisher	Starfish
Release date	(jp) October 13, 2005
Genre	Visual novel
Mode	1 Player

The story of the game is set two hundred years after a great war almost wiped out mankind from the face of the Earth. Survivors of the war decided to start anew and slowly rebuilt the towns while relying on steam trains as a transportation to connect the towns around the globe. Over time, children with inexplicable new powers were born into this world. Afraid of anything they could not explain, people sent all such children to Roddo Town, a town isolated from the rest of the world by a great steel wall. It is also the town the game takes place in. The player controls Woll, a kid living in Roddo Town who possesses the ability to see past memories of objects. One day, having used his powers to fix a broken TV, Woll is summoned to the town’s mayor’s office. There he is given the task to fix a 200 year old plane in order to access a long-lost pre-war technology. For Woll and a few other children, this was but a stepping point toward the journey that will impact the new world as they know it.

J

Shin Master of Monsters Final EX

8.0

Developer	SystemSoft
Publisher	SystemSoft
Release date	(jp) August 19, 2010
Genre	Turn-based strategy
Mode	1 Player

Shin Master of Monsters Final EX is a fantasy themed strategic game. In it, a Magician progresses through a series of battle maps while an overall story is gradually revealed. The key to the game is obtaining a force of Monsters that can be summoned onto the battlefield to fight. Different monster types can be recruited depending on the map square where the army camps between battles.

The main character and his monster army will gain experience and can evolve up to more formidable monster types over time. Also humanoid type monsters can be equipped with weapons, armor, and an item.

"romhacking.net"

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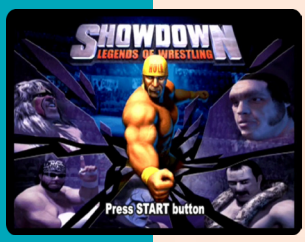
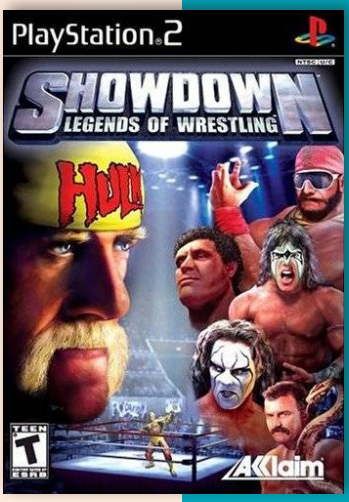
Showdown: Legends of Wrestling

5.5





Developer	Acclaim
Publisher	Acclaim
Release date	(us) June 22, 2004
Genre	Sports
Mode	1-2 (8) Players

Showdown: Legends of Wrestling is the third game in the series and the sequel to Legends of Wrestling II.

Players can do battle with over 70 legends of wrestling. Match types include: 1-On-1, Tag Team, Hardcore, Battle Royal, Cage Match, Ladder Match, Table Match, and more. With Classic Matches players are placed in the middle of a historic match and challenged to repeat its outcome. In addition, Create-A-Player lets players make their own "Legend" from scratch and see how he can hold up against the pro-wrestlers.

A significant coup for the game was the inclusion of Ultimate Warrior who had been in legal disputes with WWE and successfully had his likeness excluded from WWE SmackDown! Here Comes the Pain the previous year.

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女神転生

Megami Tensei

Megami Tensei, marketed internationally as Shin Megami Tensei (formerly Revelations), is a Japanese media franchise created by Kouji “Cozy” Okada, Ginichiro Suzuki, and Kazunari Suzuki. Primarily developed by Atlus and currently owned by Sega, the franchise consists of multiple subseries and covers multiple role-playing genres including tactical role-playing, action role-playing, and massively multiplayer online role-playing. The first two titles in the series were published by Bandai Namco (then Namco), but have been almost always published by Atlus in Japan and North America since the release of Shin Megami Tensei.

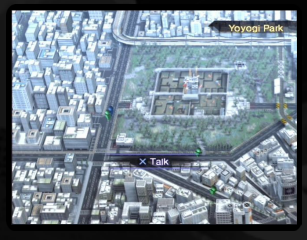
The series was originally based on Digital Devil Story, a science fiction novel series by Aya Nishitani. The series takes its name from the first book’s subtitle. Most Megami Tensei titles are stand-alone entries with their own stories and characters. Recurring elements include plot themes, a story shaped by the player’s choices, and the ability to fight using and often recruit creatures (demons, Personas) to aid the player in battle. Elements of philosophy, religion, occultism, cyberpunk, and science fiction have all been incorporated into the series at different times.

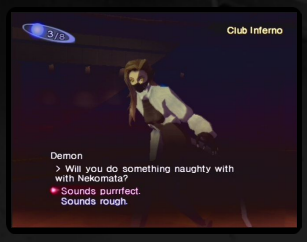
While not maintaining as high a profile as series such as Final Fantasy and Dragon Quest, it is highly popular in Japan and maintains a strong following in the west, finding critical and commercial success. The series has become well known for its artistic direction, challenging gameplay, and music, but raised controversy over its mature content, dark themes, and use of Christian religious imagery. Additional media includes manga adaptations, anime films, and television series.

In Japan, some games in the series do not use the “Megami Tensei” title, such as the Persona sub-series. However, English localizations have used the “Shin Megami Tensei” moniker since the release of Shin Megami Tensei: Nocturne in 2003, with the exception of more recent Persona games. Most of the early games in the series were not localized due to them being on Nintendo platforms, which had strict guidelines about religious subjects and topics in the west at the time.

Shin Megami Tensei: Nocturne

8.2





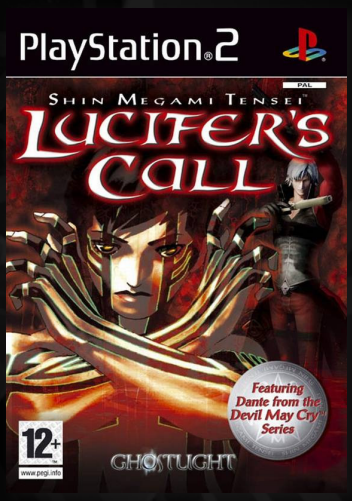
Developer Atlus
Publisher Atlus, (us) SCEA, (eu,au) Koei
Release date (jp) February 20, 2003
Genre Role-playing
Mode 1 Player

Shin Megami Tensei: Nocturne is a post-apocalyptic role-playing game for the PlayStation 2. It is the third entry in the Shin Megami Tensei series, the central series in the Megami Tensei franchise. Multiple versions of the game have been published: the original version was published in Japan by Atlus in 2003, while a director's cut was released in 2004 in Japan. The director's cut was localized and released in North America and Europe in 2004 and 2005 respectively.

Nocturne follows the Protagonist, a high school student in modern-day Tokyo, as he is transformed into a half-demon after the world undergoes Conception, an apocalyptic event triggered by a sinister cult to trigger the world's rebirth in a new form. With Tokyo transformed into a Vortex World filled with demons, the Protagonist becomes instrumental to the schemes of the Reasons, beings who seek to remake the world in their image, and Lucifer, the lord of demons.

The game retains many traditional elements of the series. Like in the previous entries, the player navigates a character over a large map of a post-apocalyptic city, accessing and exploring complex, maze-like dungeons, which are viewed from a third-person perspective in this installment. Enemy encounters are random, and combat is turn-based. Demon conversation and fusion features from the previous games have been preserved, and function similarly. The player may opt for engaging in a dialogue with demons during the battle, selecting responses and recruiting the demon into the party if it is pleased by them. Demons can be then fused in specific locations to create more powerful ones.

The active party includes four characters, as opposed to six in the previous games in the series, and contains no human characters whatsoever. Being a demon himself, the protagonist does not use weapons; instead of equipping armor, he ingests symbiotic creatures known as Magatama. Various types of Magatama affect the hero's parameters, strengths and weaknesses to particular elements or attack types, and teach him magic and special abilities. When the protagonist levels



J N P

up, the player can manually increase his parameters. Leveling up also allows the hero to learn the abilities contained within the Magatama. Once an ability is learned, a different Magatama can be equipped, but the player can still retain the mastered ability and use it in battles. The hero can use up to eight different abilities in a battle.

A new feature called "Press Turn" has been added to the combat system. Each demon has certain resistances, immunities, and weaknesses to different elements or attack types. By using an ability of a type that the enemy is weak to, the player not only inflicts extra damage, but also gains an additional turn. These turns can be used in succession by continuously exploiting enemy weaknesses; naturally, enemies can do the same to player-controlled characters. This feature shifts combat challenge to tactical preparations and memorization of enemy properties, and encourages creation of balanced parties with a varied arsenal of abilities.

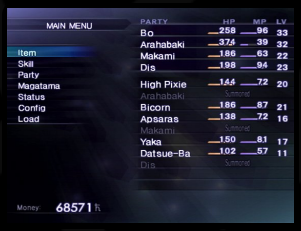
The Law and Chaos ideologies and alignments are absent from this installment. The Vortex World, in which the hero of the game finds himself, is conceived by its creators as an intermediate period leading to a new world order. The nature of this order must be defined by the few surviving human beings, who alone have the capacity of forming new ideologies. Being a demon, the player character is unable to shape his own ideology; however, he can choose to join forces with one, or oppose all of them. There are many instances during which the player is prompted to make choices, steering the main character towards a certain ideology, eventually branching the storyline and leading to one of the five possible endings.

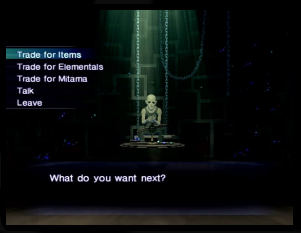
The concept for a third Shin Megami Tensei title was originally proposed by Kazuma Kaneko and others after the completion of the previous two installments, Shin Megami Tensei II and Shin Megami Tensei If.... There were originally no plans to continue the Shin Megami Tensei series beyond If..., with there instead being plans for an original project. Despite the release of the PlayStation and Sega Saturn consoles, the team took a while to decide what they wanted for the game, the team spent time deciding to create a different kind of game that would appeal to a wider audience than its prequels. Eventually, the team decided that they needed to develop for the PlayStation 2 to realize their vision. Because of this delay, Atlus shifted development focus onto Megami Ibunroku Persona and Shin Megami Tensei: Devil Summoner. During this early concept stage, many of the staff felt lost as to where they could go with the new project. As part of the research, the team created a 3D test demo featuring the demon Cerberus to test the PlayStation 2 hardware. The demo was created before Nocturne's contents had been decided upon, as a test on modelling and animating demons. Nocturne was among the first Megami Tensei titles to use 3D graphics, alongside Shin Megami Tensei: Nine. Development on Nocturne began in 2000, with the creation of the first Alpha builds to determine how the main character would move around environments. To finalized their desired aesthetic look, the team created internal tech demos using 3D models of characters from previous Megami Tensei games. When their vision for the game had been finalized, full development began in 2002, taking approximately one year.

Along with Kaneko, series co-creator Kouji Okada produced the title. The game was directed by Katsura Hashino, his first time in such a position within the Megami Tensei series. While the option of making a direct sequel to Shin Megami Tensei II was considered, Kaneko wanted to return to the contemporary setting of the original Shin Megami Tensei as opposed to the science fiction aesthetic of its sequel. As it was felt that the game was more than just the third numeric installment, a subtitle was added. Before the final subtitle, "Nocturne" was added, other subtitles were considered. An early subtitle was Vortex. The game uses a third-person camera perspective rather than the first-person dungeon crawling of earlier installments. One of the reasons for this change was that the developers wanted to focus on the protagonist, who would stand out for being a half-demon. Another factor was many reports of people suffering from a condition similar to car sickness called "3D sickness" with first person shooters in Japan: the developers wanted players to have something to focus their eyes on. Despite setting the game in contemporary Tokyo, the team chose a cel-shaded art style as they wanted their game to stand out and enable Kaneko to bring the game as close as possible to his original vision.

The desired feel of the game design was defined by Okada as *"simple yet profound"*. One of the earlier ideas was to make the Vortex World a vast battlefield where players could see distant scenery on the horizon and in the sky, but performance issues meant the idea had to be scrapped. The Press Turn system was created so battles would feel less sedated than the pure turn-based battle systems of earlier titles. The initial concept was a kind of meter where players and characters were given turns which were extended if a character's weak spot was exposed. To ensure this did not lead to repetition in battle, a second meter was implemented so enemy characters would become acclimated with an attack that was used too often. As the displays needed for this cluttered up the screen, the concept was revised so a single gauge represented a party's number of turns, with a side's turn being extended if a weakness was exposed or a critical strike happened. As they settled on the rule of one action to one unit, the gauge was replaced with the current icon display. One of the requests given by Okada was to simplify the gameplay, especially aspects such as demon fusion, which had become fairly convoluted by Shin Megami Tensei II. The equipment system was also redesigned to better fit the setting, and adjusting aspects of demon interaction.

Nocturne expanded on the general Megami Tensei theme of people lacking excitement in their everyday lives, with Nocturne focusing on the extraordinary events people could not experience in real life. The team wanted Nocturne to feel like a "journey into hell" comparable with Dante Alighieri's Divine Comedy and Francis Ford Coppola's 1979 film Apocalypse Now. Kaneko was mainly responsible for creating the inverted bubble structure of the Vortex World.





This design choice was primarily inspired by similar ideas in Gnostic traditions, early science fiction, and the Heart Sutra, an important scripture within Mahayana Buddhism. In contrast to previous games which offered three routes for the cast, Chaos was the only affiliation of the characters. This was due to the fact the staff saw the Chaos route offered more to the player, and that it would be boring to have the same designs as previous games. It also gave the team more development freedom. Another reason was that Shin Megami Tensei II had already explored a world governed by Law, so it seemed natural to swing the other way and depict a world ruled by Chaos. In addition, Kaneko stated that Nocturne was part of a movement to create a single unified mythos for the Megami Tensei series. One of the main aspects of incorporating this theme were discussions about the nature of chaos.

Okada's main wish for the title was it to *"go back to the Creation"*. The initial concept of a triggered rebirth to prevent stagnation was suggested by Kaneko upon seeing a change in fashion: after a period of flashy or gaudy clothing tastes, people had begun wearing plain suits. Using this, he thought up the concept of this signalling a stagnation in the world's life energy, necessitating a drastic change. The game's main setting of Shinjuku in Tokyo in ruins came from Okada, who visualized areas like Kabukichō and Shibuya as good settings. The Reasons were inspired by the team's want to show several styles for living. The Manikins were created as a representation of the Vortex World and the war between the Reasons, acting as a mass pressuring for the birth of a new world. They mirrored the mechanisms of a country with a high population, and were based on the idea of people being overwhelmed by numbers and acting in accordance

with a common norm. The scenario was written by Shogo Isogai, whose main task was to take Okada and Kaneko's vision and turn it into a story that would fit into the framework of a traditional Megami Tensei game. The overall concept was so grand that it seemed at times too ambitious, and involved the layering of multiple interactions between different factions and ideals, alongside incorporating the common Megami Tensei narrative features such as multiple endings and the modern-day setting. The story had multiple possible routes and endings to emphasize the importance of the player's decisions. One of the early concepts that needed to be cut was giant demons battling each other in Tokyo.

In keeping with previous entries, the story focused on a single protagonist rather than a group as in other role-playing games of the time to promote full player immersion. The main protagonist was the first character to be created, being featured in the first Alpha build. So as to include a feeling of "digitality" in the game, the main character was designed as something akin to a human computer. This approach was inspired by the special make-up used in David Cronenberg's 1983 horror film Videodrome. While the protagonist was originally designed with keyboards growing from inside him, Kaneko felt uncomfortable with that and instead redesigned him with full-body tattoos. The tattoos were intended to convey the character's demon powers, act as an obvious stigma in place of wings or horns, and be a reference to real-world shamans who commonly made themselves stand out using tattoos. Kaneko's inspiration for the main character's design was the American rock band Red Hot Chili Peppers: according to Kaneko, he *"imagined [the main character] running around the desert naked"*. The main character was initially going to use one of the series' recurring arm-mounted COMP computers, but as he had already become a demon hybrid, it did not make sense to include it. As he was the character controlled by the player, more focus was given to embodying and reflecting his world view than to developing a personality. In keeping with the game's theme of energy remaking reality, Kaneko dressed his character in comfortable shorts to balance against his tattoos. The spike growing from the main character's neck, the Magatama fused with him at the beginning of the game, was inspired by the theory that a person's aura appears as a shark fin sticking out of the back of their neck when viewed from the side.

The number of supporting characters was kept low to emphasize their individuality, and their personalities were left ambiguous to reinforce the desire for player immersion. The heroine Yuko Takao was intended to be a different type of character to previous main heroines, being a non-playable character from the beginning of story development. She was the only major non-playable character not to have her own Reason. The character of Lucifer designed was not a standard villain, but rather as a gentlemanly observer who sets tests for the player. To reflect his omnipotent status as God's opposite, he is portrayed in a number of forms, including a child and an old man. Alongside this, the staff wanted to portray demons not only as enemies but as characters the player could relate to and grow attached to when inviting them to their party. One of the key elements

for demon designs recycled from earlier games was bringing them into the game and making them as true as possible to the original design while fitting into the game's art style.

The music for Nocturne was composed by Shoji Meguro, with additional work by Kenichi Tsuchiya and Toshiko Tasaki. Mixing was done by Meguro, Tsuchiya, and Tasaki. The soundtrack included tunes from previous Shin Megami Tensei titles composed by Tsukasa Masuko. While composing the music, Meguro attempted to express his feelings when he saw the world while remaining true to the styles established by the original Megami Tensei games. Taking inspiration from the game's dungeon-battle transitions, and the cut-scenes' combination of current graphics with classic use of subtitles for storytelling, Meguro created modulating tunes which included elements from 1980s music. Meguro also introduced orchestral elements which were absent from previous Megami Tensei scores, using it to emphasize the gameplay's constant shifts between movement and stillness. Meguro generally worked solo on the original version, but for the director's cut, he had help composing new tracks.

The game was first hinted by an Atlus spokesperson in November 1999, who stated that Atlus was planning an entry in the Megami Tensei franchise for the platform. The game was eventually announced in September 2002 by the gaming magazine Famitsu, where it was clarified it was a sequel to previous Shin Megami Tensei games rather than an entry in the spin-off Persona series. Atlus had high hopes for Nocturne's success, preparing estimated shipments totaling 500,000 units. The game launched on February 20, 2003. It came in a standard edition, and a limited special edition containing the game's soundtrack and an insence burner modeled after an in-game story component. In addition, a version exclusive to Japanese media retail shop Tsutaya with a unique cover was released. It was later re-released as part of Sony's budget series release on August 5, 2004.

Shin Megami Tensei: Nocturne, known as Shin Megami Tensei III: Nocturne Maniax in Japan, is an enhanced version of Shin Megami Tensei III, and the first in the series to be officially released in the West. This version contains several features not seen in the Japanese-only original release.

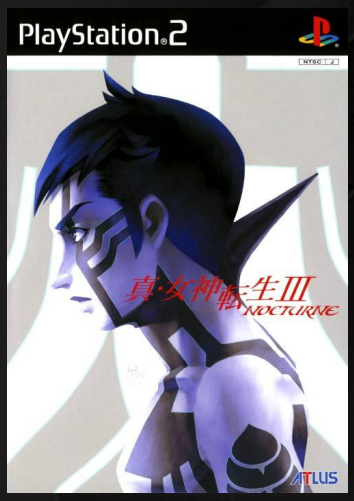
A few scenes and story events have been added. Most of these have a connection with an optional path available for the game's protagonist, called "True Demon". On this path the hero has to face

several new powerful boss enemies known as the Fiends; the first of those appears in an obligatory additional fight early in the game, while the rest are optional unless the player aims to reach the new True Demon ending. A vast dungeon called Labyrinth of Amala has been added to the game. Exploration of this dungeon is connected to the True Demon path as well, which also includes an additional final boss.

Dante, the main character of Devil May Cry games, makes an appearance in this enhanced version. He is fought as a boss enemy early in the game, and can be recruited into the party if certain conditions are met. This release also contains an additional opening movie prominently featuring him.

The enhanced version allows the player to select Normal or Hard difficulty level from the beginning of the game. A few adjustments have been made to the gameplay balance: for example, there are less enemy ambushes than in the original version, and lower possibility for the protagonist to be hit by an instant-death attack.

Other gameplay tweaks include a transformation bonus for keeping the first recruited party member, an option to fuse some of the previously encountered boss enemies and have them join the party, an option to fight (and later recruit) the powerful demons Beelzebub and Metatron, and a new skill (Pierce).



To commemorate the release of Maniax, a PlayStation 2 memory card decorated with the main protagonist's tattoos was released. A novelization of the game written by Boogey Toumon, Shin Megami Tensei III: Nocturne Chaos, was released on August 20, 2003 by Enterbrain. A CD Drama based on the game was released on April 23, 2003 by King Records. A comic anthology adaptation was released by Enterbrain in June 2004.

The localization of Nocturne was handled by Atlus USA, the North American branch of Atlus. The original Maniax is the version that was translated and released overseas, as the main director Kazuyuki Yamai believed the enhanced difficulty and the other new features would appeal to the western audience. In addition, the team were encouraged to release it by the success of mature titles in the west such as Grand Theft Auto, and the Maniax edition would give western players the most complete version of the game. This made Nocturne the first main Shin Megami Tensei title to be released outside Japan. It was speculated that this was the reason the numeral III was dropped from the title. Rather than altering the script, Atlus translated it all faithfully from the original Japanese, preserving the original experience as far as possible. For their work on the game's translation, the localization team were given access to the source files and Japanese strategy guide, which enabled them to avoid mistaking the genders of Kaneko's often highly androgynous designs. According to a later interview, it was said that Atlus had high confidence in the title's overseas release. The later popularity and recognition of the game would result in Atlus attaching the "Shin Megami Tensei" moniker to later Western releases of Megami Tensei titles to aid in identification and marketing.

For its release in North America, it was given an "M for Mature" rating by the Entertainment Software Rating Board. In response to this, Atlus' western branch issued a statement saying that they were ensuring that the localized version of the game was true to the Japanese version, including its mature themes and content, as toning anything down *"would [have been] a disservice to the gaming public"*. To promote the game, Atlus USA created a sweepstakes that ran between May and September 2004: the winner received a laptop decorated with the main protagonist's tattoo design, along with a free copy of the game. Due to backlogs at Sony Disc Manufacturing, Atlus delayed the release of the game by over three weeks to October 12. In compensation, DoubleJump Books offered free priority shipping worldwide for their Nocturne guidebook. The publishing rights in Europe were picked up by Midas Interactive, who published

the game through their then-newly formed subsidiary Ghostlight under the title Shin Megami Tensei: Lucifer's Call. Nocturne was the first Megami Tensei title to be released in Europe. It re-released for the PlayStation Network as a PlayStation 2 Classic in both North America and Europe: it released on May 6, 2014 for North America and May 20, 2015 for Europe.

Critical reception to the game has been positive. The Japanese video game magazine Famitsu gave it a score of 36/40, earning the magazine's Platinum award and becoming the highest-ranking review score that week. The reviewers were generally positive about their experience: despite some comments about a lack of polish in environments, the game's character design, aesthetics, gameplay and story all came in for general praise, with multiple reviewers calling it a worthy part of the Megami Tensei series.

It received perfect reviews from both G4TV's Darryl Vassar and RPGamer's Michael Beckett, who praised the balance between cutscenes and gameplay, giving the player several areas to explore and the multiple challenges, as well as the multiple paths the player can take across the story resulting in high replay value. The game has been praised for its challenging AI and combat system, alongside its labyrinths. The modern setting and dark storyline from Nocturne has also been found refreshing for contrasting common RPG storylines. Similarly, Jeremy Dunham from IGN noted its *"bizarre"* story as one of the reasons to play it due to its post-apocalyptic setting. Beckett also praised the visual style employed by Atlus including Kaneko Kazuma's character designs as well as the design of the Vortex World. The latter point was shared by 1UP.com. On the other hand, the highly challenging battle system has bothered reviewers with Rob Fahey from Eurogamer ultimately finding as a flaw that stopped him from giving the game a near perfect score. GameSpot's Bethany Massimilla and RPGFan's Ryan Mattich shared similar feelings noting that despite these drawbacks the game will feel rewarding to players. Despite also noting the game was quite challenging, Beckett found it significantly easier during its last third with the total play time depending on the players' choices when leveling up and obtaining new skills.

Besides good critical response in reviews, Nocturne received recognition by publications. Jeremy Dunham from IGN listed it as the seventh best game from 2004. G4TV also awarded it best RPG from the same year. In RPGamer's awards from 2004 it was ranked third in the Readers' "Best PlayStation 2" category, and had honorable mentions in the categories for the similar Readers' "Best Storyline" and "Graphics" and "Overall".

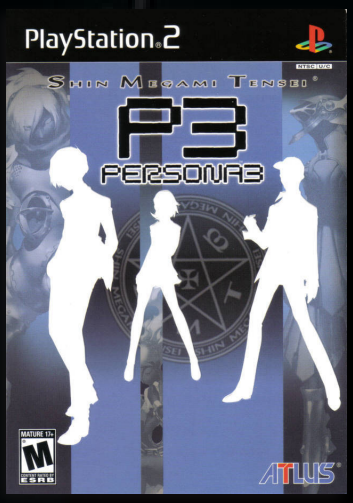
Shin Megami Tensei® Persona

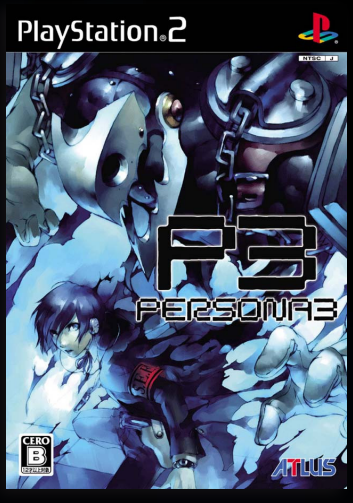
Persona, also known as Shin Megami Tensei: Persona, is a video game franchise developed and primarily published by Atlus. Focusing around a series of role-playing games, Persona is a spin-off from Atlus' Megami Tensei franchise, and was originally based on the high school setting of Shin Megami Tensei If.... The first entry in the series, Revelations: Persona, was released in 1996. There have since been five further main games, with the most recent, Persona 5, being released in 2016. Numerous spin-offs have also been developed. The series takes its title from beings summoned by characters in battle, manifesting from their psychological persona.

Persona began as a spin-off based on the positively-received setting of If.... Its trademark features include a high school setting, a group of students as the protagonists, a silent protagonist similar to the mainline Megami Tensei franchise, and combat using Personas. Since the release of Persona 3 in 2006, the main series has used a social simulation function called Social Links, which is directly linked to how Personas evolve. Central character designs are by series co-creator Kazuma Kaneko (Persona and the Persona 2 duology) and Shigenori Soejima (Persona 3 onwards). Its overall theme is exploration of the human psyche and how the characters find their true selves. The series' recurring concepts and design elements draw on Jungian psychology and archetypes, along with religion, mythology, and popular literature.

Revelations: Persona was the first role-playing Megami Tensei title to be released outside of Japan. Beginning with Persona 2: Eternal Punishment, the English localizations began to remain faithful to the Japanese versions at the insistence of Atlus. The series is highly popular internationally, becoming the best-known Megami Tensei spin-off and establishing Atlus and the Megami Tensei franchise in North America. Following the release of Persona 3 and 4, the series also established a strong following in Europe. The series has since gone on to sell a total of over nine million copies worldwide, outselling its parent franchise. There have been numerous adaptations, including anime television and theatrical series, novelizations, mangas, stage plays, radio dramas, and musical concerts.

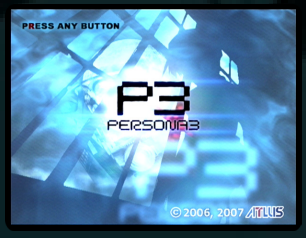
8.6





JNP

Shin Megami Tensei: Persona 3



Developer	Atlus
Publisher	Atlus, (eu, au) Koei
Release date	(jp) July 13, 2006
Genre	Role-playing
Mode	1 Player

Persona 3 is chronologically the fourth installment in the Persona series, a subseries of the Megami Tensei franchise.

In Persona 3, the player takes the role of a male high-school student who joins the Specialized Extracurricular Execution Squad (SEES), a group of students investigating the Dark Hour, a time period between one day and the next that few people are aware of. During the Dark Hour, the player enters Tartarus, a large tower containing Shadows, creatures that feed on the minds of humans. To fight the Shadows, each member of SEES is able to summon a Persona, a manifestation of a person's inner self. The game's most iconic feature is the method by which the members of SEES release their Personas: by firing a gun-like object called an Evoker at their head. The game is not directly connected to its predecessors story-wise.

The gameplay underwent significant changes from the prequels, combining elements of traditional role-playing games and simulation games. The game follows the protagonist character, balancing their daily life of going to school and building relationships with other people with fighting evil beings known as Shadows during the mysterious Dark Hour. Each day is divided up between various time zones, the most common of which are "After School/Daytime" and "Evening". With the exception of scripted events, such as plot progression or special events, the player is free to choose how each day is spent, with most activities causing time to pass on. The types of activities and characters that can be interacted with vary depending on the day of the week and time of day. Additionally, some activities are limited by the protagonist's three attributes; Academics, Charm, and Courage, which can be built by performing various activities or making certain correct choices. During the evening, players can choose to visit Tartarus, the game's main dungeon, where they can build their party's experience and gain new items. On the day of the full moon, players will participate in a boss battle in order to progress the story.

The battles follow the classic Megami Tensei model of demon-summoning. Players can either attack with their weapons, or call a Persona from within themselves. Each Persona has its own set of strengths and weaknesses, and possess various abilities, ranging from offensive and support abilities, to passive abilities that support the character. Whereas each of the game's main characters has their own Persona, some of which change form as the story progresses, the protagonist is capable of wielding multiple Personas, which can be switched between during battles.

After the battle is won, they receive Persona cards, which can be fused to get more powerful Personae.

Inspired by the system used in Shin Megami Tensei: Nocturne, players are able to hit enemies' weakpoints with magic spells. Taking advantage of these weakpoints means that they can perform dev-

astating combo attacks while the enemy is weakened.

New to the series are Social Links, bonds that are formed with several of the game's characters, with each Social Link representing a specific Major Arcana. By spending time with these characters, these Social Links increase in rank. When creating a Persona of a particular Arcana, an experience bonus will be granted if that Arcana possesses a Social Link, with greater bonuses awarded depending on the rank. Performing certain activities or carrying a Persona of a respective Arcana can help bring a Social Link closer to increasing in Rank. Maxing out a Social Link gives players the ability to create specific Personas of each Arcana. Conversely, negative actions, such as incorrect dialogue choices or dating multiple characters, can result in a Reversed Social Link, which can prevent players from summoning Personas of that Arcana until fixed. In the worst-case scenario, a Reversed Social Link can break, effectively removing all Personas of that Arcana from the game.

Persona 3 began development in 2004, after the completion of Shin Megami Tensei: Nocturne and Digital Devil Saga.

The main character artist and art director for Persona 3 was Shigenori Soejima. Character artist for the previous Persona titles, Kazuma Kaneko, gave the job to Soejima so he could gain more experience. Soejima felt a degree of pressure when designing the characters as he did not want to disappoint the series' fanbase. The goal was to make players of the Megami Tensei series feel gratified that they had supported the Persona series. In an interview, Soejima compared the game's aesthetic and style to a fantastical manga, citing its use of mecha-like Persona and Mitsuru's flamboyant styling. Soejima returned to design the character Metis for Persona 3 FES. The user interface was designed to stand out during the game's marketing, with its blue-colored design intended to evoke a cool and stylish atmosphere. The anime cutscenes for Persona 3 and FES were animated by animation production company Point Pictures.

In an interview with the magazine Play, lead director for Persona 3 Katsura Hashino discussed why the decision was made to have party members be directed by an artificial intelligence: *"I think it's more fun to have the party members controlled by their AI, so each member's characteristics and personality are on vivid display. There were no objections raised among the Persona 3 development team, either."* He also notes that the system *"wasn't well received"* by players of the game. Later, the use of AI for the secondary party members was described as a stylistic choice representing the game's theme of conquering the fear of death through "bonds": each character was their own person, and the player could only influence things by interacting with them. Persona 3 does not include the negotiation elements of previous Persona or Megami Tensei games, which allowed players to talk to enemies during a battle to recruit them, earn money, or obtain items. However, the social elements of Persona 3 (and its successor, Persona 4) are considered the equivalent of the negotiation system by the development team. Maragos said in a 1UP.com interview that *"negotiation isn't gone...And [it] still factors into Persona Fusion; it's still a big part of the game. I feel like it's disguised, but it's there."*

The localization of Persona 3 was handled by Yu Namba and Nich Maragos. During this process, the team worked to leave as much of the original Japanese content intact, continuing a trend started with Persona 2:

Eternal Punishment. One of the ideas had by the team for Persona 3 was to use it as a medium for introducing Japanese culture to a western audience. While localizing Persona 3 for English-speaking countries, the honorifics used by the characters in the original Japanese script were retained. According to Maragos, their use *"[added] so much more meaning to the text"*. In an interview with RPGamer, project editor Yu Namba explained that during the process of translation, some of the Japanese humor, *"things that made absolutely no sense in western culture...were replaced with jokes that at least somewhat parallel the originals."* One of the changes that needed to be made was to the school tests, which were based around questions on the English language. A similar change was Mitsuru's second language: in the original version it was English, but for the localized version her second language was changed to French. This choice was influenced by her cultured appearance. In addition, in-game references to the original Shin Megami Tensei were altered to references to Revelations: Persona.

The soundtrack for Persona 3 was composed entirely by Shoji Meguro, with the sole exception of "Adventured Act", which was composed by Yosuke Uda. Meguro stated that the development of Persona 3 was one of his first opportunities to fully realize his music in video games. The soundtrack features a high use of vocals, though Meguro did not consider this as special or exceptional. A tune from previous Persona titles he rearranged was "Aria of the Soul", the theme of the Velvet Room. The game's battle theme, "Mass Destruction", was originally just a prototype, but the reception to it was so positive that it went into the final game. In the past, the hardware limitations of the original PlayStation required him to compose music in 100-200 kilobyte samples, which he felt made the music sound "pretty cheap". The move to the PlayStation 2 allowed for real-time streaming of music. Meguro considers this *"the point at which [he] was finally able to express [his] music without making any compromises"*. He was also worried about the pronunciation of the English lyrics.

When the original PlayStation 2 version of Persona 3 was first released in Japan, it sold 127,472 copies in its first week and 210,319 copies overall in Japan by 2008. The North American release shipped as a collector's edition box, containing the game, a soundtrack disc, and a 52-page art book. The game's original release date was July 24, 2007. However, Atlus encountered a problem with the manufacturing of the art book several days before the intended ship date. Instead of shipping the game without the book, the company decided to push its release back three weeks, to August 14. Atlus issued a press release explaining that they were delaying the game so as maintain the quality of the package, which would have been *"irreparably compromised"* if they had *"revise[d] or abandon[ed] the deluxe package."*

Persona 3 received positive reviews upon its release, earning a Metacritic score of 86. Shane Bettenhausen of 1UP.com called the game a *"refreshingly new take on the MegaTen [Megami Tensei] concept"*, and *"the best RPG hitting the PS2 this year."* He praised the *"excellent"* AI created to direct the actions of party members during battle, which he felt created *"the series' speediest and most dynamic battle system to date."* Jeff Haynes from IGN criticized the system, finding that it would occasionally result in the death of the player's character, which causes a game over.

GameTrailers gave the game a score of 9.0, calling it *"a rare supernatural delicacy"* stating it is an RPG that fans of the genre shouldn't miss out on. GameSpy's Patrick Joynt praised the social elements of Persona 3, calling the game's Social Links *"almost universally fascinating."* While he suspected the simulation elements would *"probably be the biggest hurdle"* for fans of role-playing or Megami Tensei games, in his review he wrote that he *"can't stress enough how well-done it is."* Heidi Kemps of GamesRadar found the game's teenage themes to be *"a refreshing change"* from those of other games in the genre, as they touch on *"the social awkwardness common at that point in life."* Game Informer's Joe Juba found the game's environments to be weak, as *"most of the game takes place within one tower [Tartarus]."* He also in his review noted that the game's roots in the Megami Tensei series would come across as foreign to new players. *"If you don't know anything about fusing Personas, or simply that 'bufu' means 'ice attack,' you have some catching up to do."*

Shane Bettenhausen considered the inclusion of Evokers *"a ballsy and shocking move"* on the part of Atlus, but felt their inclusion created *"an edgy sensibility that fits perfectly with the overall dark tone"* of the game. Similarly, Joe Juba thought the concept fit *"perfectly"* with the game's *"dark tone"*. Jeff Haynes found the animations of characters using their Evokers to be *"intriguing and shocking at the same time"*. While previewing Persona 3 for GameSpot, Kevin VanOrd said that the continued use of Evokers *"never gets old and it never gets any less awesome to watch, and considering that you could play this for fifty, sixty, seventy, eighty hours or more, that's saying something."* Atlus U.S.A. did not remove the Evokers from Persona 3 for its worldwide release, despite the possible controversy. Nich Maragos said on 1UP.com's Retronauts podcast that the company did not receive any criticism for their inclusion, however. *"There was never any Jack Thompson-ing...we didn't get any letters from concerned parents."*

Persona 3 was named the best role-playing game of 2006 by Famitsu, and of 2007 by GameSpot and RPGFan. GameSpy gave the title its 2007 PS2 RPG of the Year award and placed it second in the 2007 PS2 Top 10 Games of the Year. 1UP.com's 2007 game awards, which ran in the March 2008 issue of Electronic Gaming Monthly, included Persona 3, given the award for *"Most controversial game that created no controversy"*. In 2010, Persona 3 ended up coming first place in RPGamer's "Top RPGs of the Decade" list, and second place in RPGFan's "Top 20 RPGs of the Past Decade" list behind Digital Devil Saga & Digital Devil Saga 2.

8.9

Shin Megami Tensei: Persona 3 FES

JNP

Developer	Atlus
Publisher	Atlus, (eu, au) Koei
Release date	(jp) April 19, 2007
Genre	Role-playing
Mode	1 Player

Persona 3 FES is an enhanced rerelease of Persona 3 for the PlayStation 2. It contains an estimated 30 additional hours of gameplay over the original Persona 3, most of which comes in the form of an epilogue called The Answer. The game was rereleased as a downloadable game on the PSN for the PS3 in 2012, but only in North America and Europe.

The English version contains both The Journey and The Answer, whereas the Japanese Append version contains only The Answer.

According to the game's director, Katsura Hashino, the subtitle "Fes" is derived from the word "festival".

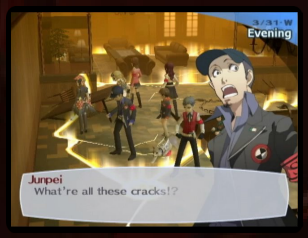
The Journey, also known as Episode Yourself in the Japanese version, is an enhanced version of Persona 3. It includes the entire original game, but with several changes:

- The number of Personas in the game has increased.
- Secret videos of the protagonist's dorm mates have been added to flesh them out.
- Koromaru can now be taken on walks.
- Several of the Social Links have been modified slightly, such as Tanaka being available at a different time.
- Several new Quests have been added.
- New costumes can be worn in battle.
- A new event involving Chidori Yoshino was added.
- Naganaki Shrine was completely overhauled.
- A hard mode was added.

Save data from Persona 3 can be transferred into the game, which includes the Persona Compendium, Social Stats (Academics, Courage and Charm), and items received from completing Social Links.

The Answer, also known as Episode Aegis in the Japanese version, is an epilogue of Persona 3, which continues from the end of The Journey. The chapter is only available in one difficulty setting, which is supposed to be on par with Persona 3's Hard mode. The gameplay is approximately

30 hours long, and allows the player to control Aigis. The story follows SEES on a new adventure involving a new dungeon, Abyss of Time, which has locked SEES in an infinite time loop within the Dorm. It also introduces a new playable character named Metis.



Persona 3 FES was first released alongside the original game in two forms: the "Regular Edition" — containing both the "director's cut" version of Persona 3, and the new epilogue — as two separate discs, and the "Append Edition", containing only the epilogue, on a single disc. Persona 3 and its expansion were released simultaneously in Japan on April 19, 2007. At the time, Atlus had not announced plans to release FES outside Japan. This announcement did not come until February 2008, when the game's North American release date was revealed to be April 22, 2008. An exclusive Amazon.com limited edition bundle was released on November 28, 2008, containing Art of Persona 3 artbook, Persona 3 soundtrack disc and the FES edition in a cardboard sleeve. The FES edition of the game was also released on PSN on April 10, 2012.

Persona 3: FES received a score of 89 on Metacritic, slightly higher than that of Persona 3. The plot of The Answer provides *"much-needed narrative closure"* to the story of The Journey, according to Shane Bettenhausen. Kevin VanOrd called FES a *"wonderfully enhanced version of an already-great RPG"*; in his review, he recommends the game to new players and those who had already finished the original game. The gameplay of The Answer was criticized by several reviewers for not including the social elements of the original game. VanOrd found the new chapter to be *"less interesting"* because of this. Jeff Haynes commented that the change *"harkens back to a classic, more hardcore RPG experience of fighting and grinding"*, while done at the expense of what *"made Persona 3 so intriguing in the first place."* The reviews of GameSpy and IGN reiterated issues found with the original game, such as the inability to directly control party members in battle.

9.0

Shin Megami Tensei: Persona 4

J N P

Developer	Atlus
Publisher	Atlus, (au, eu) Square Enix, (us) SCEA
Release date	(jp) July 10, 2008
Genre	Role-playing
Mode	xxx

Persona 4 is chronologically the fifth installment in the Persona series. An enhanced version of the game for the PlayStation Vita, Persona 4 Golden, was released in 2012. Various other manga and light novel adaptations and spin-offs have been produced.

The game takes place in a fictional Japanese countryside and is indirectly related to earlier Persona games. The player-named protagonist is a high-school student who moved into the countryside from the city for a year. During his year-long stay, he becomes involved in investigating mysterious murders while harnessing the power of summoning Persona. The game features a weather forecast system with events happening on foggy days to replace the moon phase system implemented in the previous games.

Persona 4 blends traditional RPG gameplay with simulation elements. The player controls the game's protagonist, a teenage boy who is named by the player, who comes to the town of Inaba for a year. Gameplay is divided between the real world of Inaba, where the protagonist carries out his daily life, and the mysterious "TV World", where various dungeons filled with monsters known as Shadows await. With the exception of scripted events, such as plot progression or special events, players can choose to spend their day how they like, be it participating in various real world activities, such as joining school clubs, taking part-time jobs, or reading books, or exploring the TV World's dungeons to gain experience and items. Days are broken up into various times of day, the most frequently recurring being "After School/Daytime" and "Evening", with most activities causing time to move on. Certain activities are limited depending on the time of day, days of the week, and the weather, with most evening activities unavailable if the player visits the TV World that day. Furthermore, some activities and dialogue choices may be limited by the protagonist's five attributes; Understanding, Diligence, Courage, Knowledge, and Expression, which can be increased by performing certain activities that build them. Whilst the player is free to choose how to spend their time, if they fail to rescue someone who is trapped in the TV World by the time fog appears in town, which takes place after several days of consecutive rain, that person will get killed by the shadows and the game will end, forcing the player to return to a week prior. As the game progresses, the protagonist forms friendships with other characters known as "Social Links", which are each represented by one of the Major Arcana. As these bonds strengthen, the Social Links increase in Rank, which grant bonuses when creating new Personas in the Velvet Room. Additionally, strengthening Social Links with the main party members grant them additional abilities, such as the ability to perform a follow-up attack or an additional ability for their Persona.

The main focus of the game revolves around Personas, avatars projected from one's inner self that resemble mythological figures

and represent the façades worn by individuals to face life's hardships. Each Persona possesses its own skills, as well as strengths and weaknesses to certain attributes. As Personas gain experience from battle and level up, that Persona can learn new skills, which include offensive or support abilities used in battle, or passive skills that grant the character benefits.

Inside the TV World, the player assembles a party, consisting of the protagonist and up to three other characters, to explore randomly generated dungeons, each tailored around a victim who had been kidnapped. Enemies are visible on screen, and contact with them leads to turn-based battles, which heavily rely on exploiting enemy weaknesses and unleashing powerful attacks after having successfully knocked them down. As opposed to the previous game, the player can issue direct commands to the main character's companions during battles. Similarly to other Persona games, characters' abilities and attributes change by merging them with supernatural beings known as Personae, which can also be fused at special locations to create more powerful ones.

According to the game director Katsura Hashino, while *"ideas [had been] thrown around earlier"*, development on Persona 4 in Japan did not begin until after the release of Persona 3. The development team consisted of the team from Persona 3 and new hires which included fans of Persona 3. Atlus intended to improve both the gameplay and story elements of Persona 3 for the new game, to ensure it was not seen as a *"retread"* of its predecessor. Hashino said that *"to accomplish that, we tried to give the players of Persona 4 a definite goal and a sense of purpose that would keep motivating them as they played through the game. The murder mystery plot was our way of doing that."* The plot of Persona 4 was *"greatly inspired"*, according to Hashino, by mystery novelists such as Sir Arthur Conan Doyle, Agatha Christie and Seishi Yokomizo. Atlus would not make an add-on disc or epilogue for Persona 4, as had been done with the Persona 3 FES. Persona 4 allowed players full control of characters in battle. This was due to negative comments from players about most of the player team in Persona 3 being controlled by the game's AI. The amount of data the team ended up incorporating around school life, character relationships and spoke character dialogue was so large that there were fears it would not fit onto a single disc. The anime cutscenes were produced by Studio Hibari.

The design of Inaba is based on a town on the outskirts of Mount Fuji. Its rural design was a source of conflict between Persona 4's developers, as *"each staff member had their own image of a rural town"*, according to director Katsura Hashino. The entire staff went *"location hunting"* to determine Inaba's design. Inaba does not represent *"a country town that has tourist attractions"*, but rather a non-notable, *"'nowhere' place"*. Hashino described the town as being *"for better or for worse... a run-of-the-mill town"*. Unlike other role-playing games, which may have large worlds for the player to explore, Persona 4 mostly takes place in Inaba. This reduced development costs, and enabled Atlus *"to expand other portions of the game"* in return. A central setting also allows players to *"sympathize with the daily life that passes in the game"*. To prevent the setting from becoming stale, the development team established a set number of in-game events to be created to *"keep the game exciting"*. The choice of Japanese mythical figures for the characters' Personas as opposed to the Graeco-Roman deities

used in earlier games was directly inspired by the new setting. The appearances of Personas were based on the characters' personalities. The design team had a good deal of creative freedom while creating Personas, because although Japanese deities have well-defined character traits, their appearances are traditionally unspecified. The Shadows were created by Hashino without much outside consultation, although he had help from female staff for female Shadow selves.

Despite living in the countryside, Persona 4 characters were designed to look and sound *"normal"* and like *"modern high-schoolers"*, according to lead editor Nich Maragos. Initially, he wrote the game's cast as being *"more rural than was really called for"*. *"The characters aren't really hicks... They just happen to live in a place that's not a major metropolitan area."* While interviewing members of Persona 4's development team, 1UP.com editor Andrew Fitch noted that the characters from the city — Yosuke and the protagonist — have *"more stylish"* hair than the other characters. Art director Shigenori Soejima used hair styles to differentiate between characters from the city versus the country. *"With Yosuke in particular, I gave him accessories, such as headphones and a bicycle, to make it more obvious that he was from the city."*

As with Persona 3, the localization of Persona 4 was handled by Yu Namba and Nich Maragos of Atlus USA. In addition, there were four translators and two further editors. The Social Links were divided equally between the translators and editors. During localization of the game, character's names were altered for the international audience for familiarity, including Kuma being renamed Teddie. A similar change was done for Rise Kujikawa's stage name, "Risechie" (りせちー Risechī) in Japan, to "Risette". Nanba also explained the change from "Community" to "Social Link", regarding the gameplay mechanic, as "community" has a different meaning in English, whereas Igor in his speeches often refers to "society" and "bonds". Names were also altered for pun and other linguistic effect including dungeon items' names, such as the "Kae Rail" becoming the "Goho-M", as the item's use of returning the player to the entrance was taken to be "go home". Some Japanese cultural references that would not transfer were also removed, such as references to Kosuke Kindaichi. There were also some issues regarding the translation of the names of Yukiko, Kanji and Rise's dungeons, as the English names were made to fit the original Japanese graphics, and the "Void Quest" dungeon's graphics were specifically made to harken back to the Famicom. He also remarked on how popular the interpretations of Kanji's Shadow were in the west, and how it did not change how the character was seen by the other audience. A different change was the fact the main characters in the English dub referred to others members of the cast on a first-name basis, while the Japanese version differed in this regard. For the dub, the editors sometimes switched between first-name and last-name referral for dramatic effect.

Atlus's senior project manager Masaru Nanba commented it was decided that "Shin Megami Tensei" was to be kept in the title of Persona 3 and Persona 4, as it was believed that they were part of the same series as Shin Megami Tensei: Nocturne. As with Persona 3, the honorifics used in

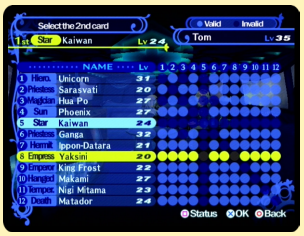
the Japanese voice track were retained in the English dub, despite proving contentions among series fans. This was done as part of an intended trend to remain faithful to the original source material. The pronunciations of honorifics, along with the sounds of names, were a point that was carefully considered by the localization team and it took a while for the English cast to get used to them. A member of the English dub that also appeared in Persona 3 was Yuri Lowenthal. Though he had dubbed characters in Persona 3, Namba wanted him to have a larger part. His role as Yosuke ended up featuring 1000 more lines of dialogue than the other major characters. Important roles for the localization team were Teddie and Rise, as they would be the party's supports. Another element in the English script was that the use of swear words was increased over Persona 3: the first draft featured very strong language which was cut as it did not seem suited. The character Kanji was given a lot of swearing in his dialogue, due to his volatile nature. The use of swearing was carefully considered depending on the emotional situation.

The game's original score was primarily composed, arranged, and produced by Shoji Meguro. The soundtrack features songs with vocals by Shihoko Hirata, whom Meguro felt was able to meet the range of emotion needed for the soundtrack, with the lyrics being written by Reiko Tanaka. Meguro was given a rough outline of the game's plot and worked on the music in the same manner and simultaneously with the development of the story and spoken dialog, starting with the overall shape of the songs and eventually working on the finer details. According to Meguro, the songs "Pursuing My True Self" and "Reach Out to the Truth" were composed to reflect the inner conflicts of the game's main characters; the former song, used as the opening theme, helped to set an understanding of the characters' conflicts, while the latter, used in battle sequences, emphasized the "strength of these characters to work through their internal struggles." The "Aria of the Soul" theme used in the Velvet Room, a concept common to all the Persona games, remained relatively unchanged, with Meguro believing "the shape of the song had been well-defined" from previous games. Composers Atsushi Kitajoh and Ryota Kozuka also contributed music for the game. Kitajoh, who had previously written music for Atlus with Growlanser VI and Trauma Center: New Blood, contributed four themes to Persona 4, while Kozuka wrote the "Theme of Junes".

Persona 4 was highly acclaimed by critics within and outside Japan, and remained on top of sales charts on its initial release. In Japan, the game sold 193,000 copies within a week of its release, while in North America, Persona 4 was the highest-selling PlayStation 2 game on Amazon.com for two consecutive weeks. A soundtrack disc was included in the North American and European releases of Persona 4, containing a selection of tracks from the full soundtrack released in Japan. Amazon.com exclusively sold the Persona 4 "Social Link Expansion Pack", which included an additional soundtrack disc, a t-shirt, a 2009 calendar, and a plush doll of the character Teddie.

Persona 4 received critical acclaim from game critics upon release. Jeff Gerstmann of Giant Bomb described it as *"one of the best times I've had with video games, whether I was playing by myself or watching someone else play it."* Famitsu pointed out that while *"there isn't much new from the last game"*, it favored the changes over the battle system, where the pacing *"is quick so it doesn't get to be a pain"*, and the ability to control party members *"makes play that much easier"*. IGN on the other hand noted that *"the pacing can be somewhat off"*, and *"some things feel repurposed or unaffected from previous games"*, while praising the game as an *"evolution of the RPG series, and an instant classic"*. It also noted that the soundtrack can be *"a bit repetitive"*. RPGFan's Ryan Mattich recommended Persona 4 as *"one of the best RPG experiences of the year"*, noting that *"among the cookie-cutter sequels and half-hearted remakes"*, the game is *"a near flawless example of the perfect balance between 'falling back on what works' and 'pushing the genre forward'."* 1UP.com's Andrew Fitch summarized Persona 4 as *"some of this decade's finest RPG epics"*, although the reviewer criticized its *"slight loading issues"* and the time spent *"waiting for the plot to advance"*. GameTrailers gave the game a score of 9.3, stating it's an exception to the rule of the Japanese role-playing genre, and that it stands out of any other JRPG, including its predecessor, Persona 3. Wired pointed out that while the graphics are not up to par with those of the Xbox 360 or PlayStation 3, *"the clever art style makes up for that"*. It also praised the game's soundtrack as *"excellent, especially the battle music"*.

The game's setting garnered mixed reactions. IGN labeled Persona 4 as *"a murder mystery set against the backdrop of familiar Persona 3 elements"*, and while this element adds *"an interesting twist"* to the dungeon crawl and social simulation gameplay, it also causes the plot to *"slow down or suffer"*. Hyper's Tim Henderson commended the game for *"willfully embellish[ing] absurd urban legends and other ideas with such assured consistency that the resulting whole is unshakabl[y] coherent"*. However, he criticized it for the narrative's sluggish pace and for how he felt the game is *"lacking in elaborate set-pieces"*. 1UP.com called Persona 4 a *"stylish murder mystery"*, the comparison given being a *"small-town Scooby-Doo"* adventure.



The game is also noted for its *"significant portion of the story revolving around sexual themes"*, as quoted from RPGFan's Ryan Mattich. One of the playable characters given attention by reviewers is Kanji, who is considered to be one of the first characters in a mainstream video game to struggle with their sexual orientation, and Atlus has been commended for the inclusion of that character. Atlus USA has stated that they left Kanji's sexual preferences ambiguous and up to the player; however, there has been no word from developer Atlus Japan concerning the matter. According to Dr. Antonia Levi, author of Samurai from Outer Space: Understanding Japanese Animation, the questioning of Kanji's sexuality in the script is a *"comment on homosexuality in a greater Japanese social context"*, in which *"the notion of 'coming out' is seen as undesirable ... as it necessarily involves adopting a confrontational stance against mainstream lifestyles and values"*. Brenda Brathwaite, author of Sex in Video Games, thought it *"would have been amazing if they would have made a concrete statement that [Kanji] is gay"*, but was otherwise *"thrilled"* with the treatment of the character and the game's representation of his *"inner struggles and interactions with friends"*.

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ATLUS

7.8

J N P

Shin Megami Tensei: Digital Devil Saga

Developer	Atlus
Publisher	Atlus, (eu, au) Ghostlight, (us) SCEA
Release date	(jp) July 15, 2004
Genre	Role-playing
Mode	1 Player

Digital Devil Saga is a role-playing game set in a post-apocalyptic world with elements of Indian culture, influenced by the teachings and mythology of Hinduism. The game belongs to the Megami Tensei universe; it is regarded as a spin-off, comparable in this position to the Persona series. The game shares several thematic and gameplay-related elements with other Megaten titles: heavy mythological overtones, post-apocalyptic setting, fairly complex dungeons, elemental and support magic, etc. However, as opposed to other Megaten games, it is impossible to communicate with random enemies by talking to them, or summon them in battles in this game.

Instead, Serph and his companions are able to turn into demons themselves. During the turn-based combat, the characters can fight as humans (using guns); however, transforming into their demonic counterparts is the only way to use magic and special abilities. Characters learn new spells, attacks, and immunities by buying Mantras, which act like equipment sets. Mantras are located on a grid and divided into categories; in order to unlock stronger Mantras within the same category, the character must first purchase a weaker one, moving on a defined path. Abilities contained within a Mantra are learned gradually, depending on the amount of Atma Points (AP) gathered in battles. Using devouring abilities to finish off an enemy greatly increases the amount of AP received.

The weakpoint-based combat system has been carried over from Shin Megami Tensei: Nocturne. Player-controlled party and enemies are able to gain extra turns when exploiting physical or elemental weaknesses of the opponents.

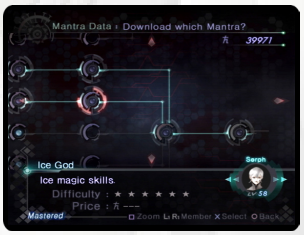
The game takes place in the Junkyard, a combat simulator program divided between six tribes where it always rains: the Embryon, Vanguards, Solids, Maribel, Brutes and Wolves. Each tribe holds a particular territory, and initially are devoid of emotions: the only common ground is a great tower at the Junkyard's center called the Karma Temple, which acts as a meeting place for all the tribe leaders.

The main protagonists of both Digital Devil Saga games are silent protagonist Serph (サーフ Safu), leader of the Embryon; and Sera, a woman who can commune with God. The other Embryon are the kind Argilla; the hot-tempered Heat the light-hearted Cielo; and the highly logical Gale. The main antagonist is Angel, who is Sera's intersexual biological parent. All the main characters, barring Cuvier from the second game, become infected with the demon virus, a condition that causes them to turn into demonic beings and lust after human flesh.

Production on the initial Digital Devil Saga started prior to the beginning of active development on Shin Megami Tensei: Nocturne in 2002. During production, it was known under the working title New Goddess. The project was formed in part to make the Megami Ten-

ei series accessible to a broader audience while staying true to its roots. The games were directed by Katsura Hashino, a new director who had worked in lesser roles in previous Megami Tensei titles. The design director was Makoto Kitano, while the movie director was Ichiroh Itano, a noted anime director. Itano was responsible for storyboarding and character movement choreography. The team was divided into multiple divisions, each in charge of different aspects of the game's design. The original story was written by Japanese novelist Yu Godai, but due to personal reasons she withdrew from the project before the full scripts were written. Her role was filled by Tadashi Satomi, who had previously written scripts for the first three Persona games. Satomi's role as story writer necessitated discussions with other teams assigned to the game. Due to characters having dialogue in the field, the team needed to have extensive notes prepared. The battle system was taken from that used in Nocturne, but with elements added to both differentiate it from other Megami Tensei games and incorporate the game's themes. During development of Digital Devil Saga, the team were faced with repeated problems with fitting the entire experience on a single DVD: the amount of data was estimated to be two times that of Nocturne.

The character and demon designs were done by regular series artist Kazuma Kaneko. At the start, Kaneko was given the instruction to give the characters tribal uniforms instead of normal clothes, and an Atma tattoo somewhere on their body to signify their demon power. The uniforms signified their eternal conflict within the Junkyard. To help bring individuality to the main characters, Kaneko create slight variations in them, such as giving them hoods or capes. The grey tribal uniforms



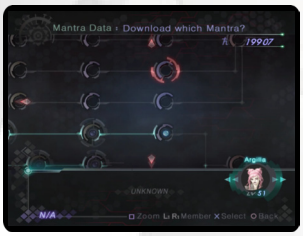
were created so the main characters' key colors would stand out. Serph, as the player character and silent protagonist, was given few personality traits and designed with a stern expression. The aspect that separated him from other silent protagonist within the Megami Tensei series was that his name was spoken by the other characters rather than chosen by the player. To emphasize the fact that the world of Digital Devil Saga was unlike the typical setting for Megami Tensei titles, he gave all the characters hair and eye colors that would be naturally impossible in the real world. The only one not to have a strange hair color was Sera, signifying her unique status. The characters' demon forms were designed to be animal-like, signifying their urge to eat. They were given prominent mouths as demons, as the idea was that they would eat their foes when in demon form. Their eyes were removed as they stood out too much. Each character was designed around a specific elemental theme, which both flowed into the gameplay and matched an individual's personality: an example of this is Heat, who has an angry personality and uses Fire as his primary element.

Kaneko was the first to propose the game's concept, which was then worked on by other staff members. The initial game's themes were defined as "awakening" and "change", referenced in how the characters gradually awoke to their emotions and the static environment of the Junkyard was drastically changed. The Junkyard was designed to emphasize the desperation of the characters during their awakening. The concept behind the demon transformations originated during the development of Shin Megami Tensei. Kaneko, who worked on Shin Megami Tensei, had wanted the game's Chaos Hero to regularly switch between his human and de-

mon forms. The idea did not appear in the finished game, but eventually reemerged and became the base for Digital Devil Saga's gameplay. The game's character models were created based on development knowledge from Nocturne. Creating the models proved difficult due to the need to extensively use level of detail while staying true Kaneko's distinctive designs. While Nocturne was defined by its "static" feel, the team wanted Digital Devil Saga to have a feeling of motion to contrast Nocturne. Makoto Kitano was responsible for creating 3D representations of the game's demons, A noted element was the design of Cerberus, which combined elements of the three-headed version first designed for Devil Summoner: Soul Hackers and the shape of sharks. One of the additional challenges was the fact that it was the first Megami Tensei title to feature extensive voice acting, inspired by the need to fully express the game's themes and story. Before the official voice actors were cast, Atlus staff provided the characters' voices. Due to the wish to appeal to a wider audience than previous Megami Tensei games, the proposed amount of violence and graphic imagery was cut down.

The music for Digital Devil Saga was primarily composed by Shoji Meguro, who had worked on multiple Megami Tensei titles previously, while additional tracks were written by Kenichi Tsuchiya. While he had previously been restricted in his music quality by the limited storage space of the CD medium, Meguro was able to play half the tracks using real-time streaming. Using the software, Meguro was able to fit in high-quality music alongside the sound effects and voice track. Nevertheless, he needed to make some compromises on tracks.

Meguro made heavy use of guitar-based rock music, taking his inspiration from music of the 1960s and 70s. It was meant to represent the vicious new nature of the environment, and of how the main protagonists gradually awoke to their humanity. Tsuchiya was in charge of environmental tracks that deviated from the normal layout and feel of the Junkyard. The game's battle theme, "Hunting", was originally going to be the boss theme, but its instrumentation was wrong and so it was changed to the normal battle theme.



Digital Devil Saga first announced in the Japanese director's cut version of Nocturne in February 2004. The game's formal title had only been decided upon shortly before its reveal. As part of the game's promotion in Japan, entertainer and model Mayuko Iwasa appeared in live-action advertisements in the role of Sera, and promoted the game at events. An eight-megabyte PlayStation 2 memory card was sold that featured artwork of Serph and his demon form.

Digital Devil Saga was officially announced for the west at the 2004 E3 for release in the winter of that year. It was subsequently delayed into 2005, and a delux edition which would include a box for containing both Digital Devil Saga games was announced as a consolation. The game were published in Europe by Ghostlight.

As the original version featured a cast of well-known anime voice actors, the Atlus USA localization team sought out well-known English voice actors for the dub, and took extra care with syncing the English dialogue with the original characters' lip movements. Digital Devil Saga was the first Megami Tensei project to feature an extensive voice acting element. During localization, localization project manager Yu Namba made a spelling error during one of the early cutscenes where the name of Serph's demon form was shown: the demon's name was dis-

played as "Varna", when it was actually "Varuna". The error was not spotted until it was too late, and so remained in the game. One of the main concerns was to keep the characters' personalities intact when shifting from Japanese to English dialogue: a cited example of how this change was accomplished was Cielo, who was given a Jamaican accent to express the character's easy-going and friendly personality. After the release of Nocturne, the "Shin Megami Tensei" moniker was attached to the Digital Devil Saga games to help with marketing.

By the end of 2004, the game sold 153,421 units in Japan, coming in at the 81st best-selling title in Japan for that year. Digital Devil Saga did not manage to meet its projected sales targets in Japan, and contributed to the company's console division posting a substantial loss for the 2004/2005 financial year, resulting in several staff members being laid off. According to a representative of Atlus USA, the games' sales performances in 2005 were *"absolutely fabulous"*. In Europe, it was stated by its publisher that it had sold above expectations in the region. Speaking in 2013, a Ghostlight representative said that both games had *"met with great success"* in Europe. Upon their re-release on PlayStation Network, the games appeared in the top ten rankings in North America and Europe.

Digital Devil Saga received positive critical reception: GameRankings and Metacritic show ratings of 80% and 78/100 respectively. General praise went to the story, characters and gameplay. The high difficulty, issues with repetition and pacing, and the cliffhanger ending drew criticism. Famitsu cited the game's significant shift away from the hardcore mechanics of the main series, positively noting the freedom of character customization.[52] The reviewer for 1UP.com, despite missing the demon fusion systems from earlier Megami Tensei titles, thoroughly enjoyed the game, calling it *"a great Final Fantasy alternative"*. Jeremy Dunham of IGN said that *"Despite its repetition and unfinished storyline, [Digital Devil Saga] still has plenty to like"*, citing its plot and battle system. GameSpot's Bethany Massimilla said that Digital Devil Saga's combat and world design made it a compelling title worthy of the Shin Megami Tensei moniker. RPGamer's Derek Cavin said that Digital Devil Saga *"manages to be a good game, despite its flaws"*. Eurogamer's Rob Fahey said that players expecting a traditional role-playing game would be disappointed, while stating that Digital Devil Saga delivered a generally positive impression while avoiding many cliches of the RPG genre. John McCarroll of RPGFan generally enjoyed his time with the game despite issues with camera control, praising the positive mixture of gameplay and story elements.

In its reviews, RPGFan named both Digital Devil Saga games as "Editor's Choice".

8.2

J N P

Shin Megami Tensei: Digital Devil Saga 2

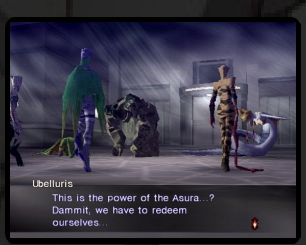
Developer	Atlus
Publisher	Atlus, (eu, au) Ghostlight, (us) SCEA
Release date	(jp) January 27, 2005
Genre	Role-playing
Mode	1 Player

Shin Megami Tensei: Digital Devil Saga 2 is a direct sequel to Digital Devil Saga, and the conclusion of its story. In Digital Devil Saga 2, having escaped into the devastated real world, the Embryon are caught up in the fight against the Karma Society, who are intimately linked to the source of the disaster.

The gameplay mechanics in the sequel are nearly identical to those of the first game. When facing randomly encountered demons in turn-based combat, characters can either fight as humans, using guns, or transform into demons, gaining access to spells and special abilities. The game adds a third option to these two: characters can choose to go berserk, essentially stopping in the middle of their demon transformation, greatly increasing their physical strength, but also similarly lowering their defense.

Like in the first game, playable characters gain new abilities by buying and learning Mantras. In order to learn them more quickly, characters can devour enemies using special abilities. Unlike the first game, the sequel allows more freedom in choosing which Mantra to purchase, without being restricted to several pre-determined ways on the Mantra field. Mantras are connected to each other on a hexagonal grid, making it possible to advance to any Mantra adjacent to a previously obtained one.

Production of Digital Devil Saga 2 began immediately after the release of the first game. To tease it prior to its official announcement, a large number of unfinished plot threads and vague hints relating to the main characters' previous lives were incorporated into the first game. For Digital Devil Saga 2, the team expanded upon the systems implemented in the first game. Due to extra features added, the team sometimes felt that they could not fit it all on a single disc. The main priority was to ensure smooth motion and a quick transfer into battles and cutscenes. The game's setting was inspired in, script writer, Tadashi Satomi's mind by the frequent reporting of natural disas-



ters and outbreaks of diseases around the world. Another theme he incorporate was the inherent contradiction of wanting to avoid violence while being forced to fight others in order to survive. According to Satomi, while the first game's motif was "rain", the second game's was "sun". Itano returned to his role as storyboarder and movement choreographer. A large amount of work was done to refine the gameplay experience, such as opening up the character customization system. The team used player feedback from the first game's systems to make their adjustments. For both games, Atlus received additional development support for artwork assets from Kusanagi Corporation.

Digital Devil Saga 2 was officially announced at the 2004 Tokyo Game Show. To promote Digital Devil Saga 2, a special DVD containing selected music tracks and movie material was created as an over-the-counter giveaway for the initial print of the game.

Digital Devil Saga 2 received an even better reception than the first game: its aggregate scores from GameRankings and Metacritic were 83% and 83/100 respectively. While critics generally cited a necessity for knowledge of the first game, the story and gameplay were generally cited as an improvement over the original. Famitsu was again fairly positive, enjoying the story and characters, while also noting the accommodations for first-time players. Dengeki PlayStation was highly positive about the game, praising its story and gameplay additions, though saying that the two games were a little too similar, and that people who had not played the first game would be confused by the story and character relations. 1UP.com's Shane Bettenhausen said that while the game shared many similarities with its predecessor, it was not as repetitive as other games such as the .hack series, and was still a good game. Masimilla said that Digital Devil Saga 2 had managed to realize the first game's storytelling ambitions, enjoying the experience despite noting some design flaws. Fahey said that the game was *"everything that an excellent sequel should be"*, generally praising its mechanical and narrative improvements over Digital Devil Saga. Cavin said that it improved on nearly every aspect of the original game, recommending it to players of RPGs. McCarroll said *"[Digital Devil Saga 2] is easily the finest game I've had a chance to play this year and stands to be one of the great games of this generation"*.

7.4

JNP

Shin Megami Tensei: Devil Summoner: Raidou Kuzunoha vs. The Soulless Army

Developer	Atlus
Publisher	Atlus, (us) SCEA, (eu,au) Koei
Release date	(jp) March 2, 2006
Genre	Role-playing
Mode	1 Player

Devil Summoner: Raidou Kuzunoha vs. The Soulless Army is an action role-playing game and the third in the Devil Summoner series, which is a part of the larger Megami Tensei franchise.

The game differs from the two previous Devil Summoner titles in having a named protagonist and is first in the entire franchise to be set in the past – specifically the year 1931, the fictional twentieth year of the Taishō period of Japan, wherein it deals with historical figures such as Grigori Rasputin in addition to the Shin Megami Tensei series' traditional use of real-world mythological figures.

Unlike previous Megami Tensei titles which used turn-based battle systems, the battle system in this game is action-based. The main character can attack with either his close range sword or his long range gun (provided he has enough bullets). He can also summon one of the demons from his collection to assist him in battle. Battles themselves take place in small enclosed "arenas" similar to Namco's "Tales" series and can generally be escaped from, though this takes a random amount of time.

Like other Megami Tensei games, Raidou Kuzunoha vs. The Soulless Army allows fusion between demons. However, in the Devil Summoner franchise, the demons must have absolute loyalty towards Raidou; to increase the Loyalty, they must fight together through many battles. A high level of Loyalty unlocks also a combined attack with the sword or the gun. Aside from the basic "two-for-one" fusion, a demon can also be fused into Raidou's sword, thus making the weapon more powerful.

Raidou Kuzunoha vs. The Soulless Army is the third entry in the Devil Summoner series, which forms part of the larger Megami Tensei series developed and published by Atlus: as with other entries, its narrative takes the form of a modern-day detective story as opposed to the series' more prevalent post-apocalyptic settings. The concept for Raidou Kuzunoha vs. The Soulless Army began in 2003, coming to producer Kazuyuki Yamai while he was feeling under pressure during the creation of the Maniax edition for Shin Megami Tensei: Nocturne. After the release and positive reception, the development team decided to move on to a project that would offer new challenges. During these discussions, multiple team members voiced their wish to create a new Devil Summoner. The initial concept was for a small-scale, low-budgeted title for a portable system, which many felt fitted with the themes and gameplay mechanics of Devil Summoner. As the scale of their ideas increased, using a portable gaming device became impractical, and so they expanded the narrative to fit their grander vision. One of the hardest parts of gameplay to perfecting the new systems, which required a lot of trial and error and multiple redrafts to the game's proposed elements. The biggest change from previous Megami Tensei titles was that demons were visibly following

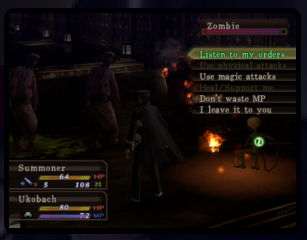
the player around environments. The variety of demons, which took in multiple world mythologies, also fitted in with the game's chosen setting. The music was composed by Shoji Meguro, a regular composer and sound director for the Megami Tensei series. Unlike many of his previous compositions, Meguro made heavy use of wind instrumentation and a jazzy accompaniment in tune with the game's setting. For his inspiration, Meguro drew on the soundtracks created for procedural crime dramas on television. For battle themes, he continued to use his signature guitar-heavy "MegaTen sound". Meguro also handled the recording of vocal effects for the demons. Despite being little more than odd sounds and jibberish, the sounds were recorded with professional voice actors.

The basic concept for the story as visualized by Yamai was for a modern detective drama, which fitted in with the previous games' detective story style. Unlike other entries in the Megami Tensei series, which were set in modern Japan, Raidou Kuzunoha vs. The Soulless Army was set during a fictionalized version of the Taishō period. This time period was chosen as it fitted in with the themes of coexistence the game contained as it was a period where Eastern and Western culture were in a state of uneasy coexistence. How the city's residents adapted to or resisted these changes became one of the game's narrative themes. To properly convey the period and style, the team mixed Western Art Deco buildings with city districts still using extensive architecture from the late Edo period. Pre-rendered backgrounds were used by the developers over real-time ones as they wanted a high amount of detail and ease of experience with gameplay. The game's background graphic designer Masayuki Doi did extensive research into the time period to ensure the city was as faithful as possible, although later he added buildings not present at the time due to the setting's fictionalization. Another reason for the use of pre-rendered backgrounds was that polygon-rendered backgrounds would have needed too much power. The possible use of the Taishō period as a setting originally came from discussions during the development of Devil Summoner: Soul Hackers. The Soulless Army, or in Japanese the "Super-Powered Army Corps", came about from Yamai's speculative thinking into how Japan would create supersoldiers using then-existing technology with the aim of global expansion, a sentiment dominant in Japan at the time. Their red cloaks were influenced by the urban legend of the Aka Manto.

Kazuma Kaneko, the game's character designer, wanted an exhilarating title to counter the general mood of the time, which seemed quite bleak with subjects such as declining birth rates and economy in Japan dominating the news. The main theme of the game is "passion", denoting the main protagonist's drive to protect the city from demon attacks. The character of Raidou Kuzunoha had been in Kaneko's mind since he had worked on the original Devil Summoner ten years before. When he produced the character fully formed for Yamai during a difficult period in story development, Yamai was quite relieved. The concept behind his character was a positive image that would contrast with the dark setting and storyline. The character's given name being an inherited title rather than his true name was influenced by the Shūmei ceremony from kabuki theater. The summoning tubes used by Kuzunoha were based on legends of the kuda-gitsune, a spirit that lived inside bamboo sticks. Shōhei Narumi, whose profession as private detective was still

little-acknowledge at the time, was created to offer an adult perspective on events. Tae Asakura was created as Kaneko felt women of the era were somewhat neglected. Her pen name "Kichō" was inspired by Raicho Hiratsuka, a famous Japanese women's activist. They also wanted a writer-type character who could investigate the city's supernatural phenomena from a writer's perspective equivalent to the noted folklore writer Kunio Yanagita. For the character designs for the game, the team tried to stay as true as possible to clothing of the time: for instance, Kuzunoha's outfit was based on the typical Japanese male high school uniform of the time. Many of the demons used in the game were carried over from previous games for the PS2, but they were given revamped textures so they looked distinct from their earlier counterparts.

Raidou Kuzunoha vs. The Soulless Army was first revealed in July 2005 in an issue of Famitsu under the provisional title Devil Summoner: Raidou Kuzunoha. The game's choice of subtitle styling was so that the Raidou Kuzunoha games could be distinguished from the rest of the Devil Summoner series. It was also a reference to and emulation of the novels of Japanese author Edogawa Ranpo. It was first show off in the West at the 2006 E3. The game's localization was handled by Atlus USA, and led by regular project leader Yu Namba. As with previous localization works, the team stayed as close as possible to the original text, although some adjustments needed to be made such as a Japanese song being changed to a more recognisable English one, and the removal of a mahjong minigame due to the total lack of a tutorial and its minor player benefits. Something unique to the localized version was the incorporation of 1920s slang into character dialogue. In Europe, the game was published by Koei. The



two Raidou Kuzunoha titles received limited reprints in 2012 to commemorate the release of the 3DS port of Devil Summoner: Soul Hackers and give new players a chance to experience earlier entries in the Devil Summoner series. It was explained at the time that their release on PlayStation Network was being delayed due to the software the Devil Summoner games were created for being incompatible with the then-current version of PSN. Raidou Kuzunoha vs. The Soulless Army eventually released on PSN on April 1, 2014.

Reception towards the game was generally positive. GameSpot rated it 7.3 out of 10, saying that it *"definitely delivers on the unique storyline front, serving up a dark narrative filled with a variety of personable and powerful demons to recruit, control, and fuse."* even though it was *"not as polished as previous games in the series."*. IGN UK rated it 7.2 out of 10, pointing out that the only flaw is with the visuals and they were *"rather unappealing, and the lack of a strong plot to begin with could easily turn some people away;"* however, he did praise the use of multiple demons within the historical Japanese setting.

On the other hand, the game received some high praises. For instance, Netjak rated it 9.1 out of 10. It praised the use of demons with the game's battle system and a good story. digital entertainment news rated it 8.5 out of 10, removing points based on the uneven tone and lack of voice acting.

7.9

(jp) Plus Version

Shin Megami Tensei: Devil Summoner 2: Raidou Kuzunoha vs. King Abaddon

Developer	Atlus
Publisher	Atlus, (us) SCEA
Release date	(jp) October 23, 2008
Genre	Role-playing
Mode	1 Player

Devil Summoner 2: Raidou Kuzunoha vs. King Abaddon is the fourth in the Devil Summoner series and serves as the direct sequel to Devil Summoner: Raidou Kuzunoha vs. The Soulless Army. It was released in Japan in October 2008, and in North America in May 2009.

The events of this game occur shortly after the ones described in the first installment of the series. Once again, the player takes the role of Raidou Kuzunoha the 14th, the youngest in the long line of devil summoners. It is the Taishou period (early 1930s, but with a setting influenced more so by the 1920s) in Japan, and once again the Capital City is threatened by supernatunal forces. Raidou works undercover at the Narumi Detective Agency, solving cases with mysterious backgrounds. The story begins when a young woman enters the detective agency and asks Narumi's and Raidou's help in locating a curious man named Dahn.

Gameplay is similar to that of the previous Raidou Kuzunoha game with some expansions and refinements. While traveling throughout Tsukudo-Cho and the neighboring towns, Raidou and Gouto can investigate into the case by speaking with civilians and searching for clues or other items. The store at Konnou-Ya still exists, as does the Gouma-Den. Upon entering the Dark Realm or other hostile environments, Raidou will randomly engage in battles with monster foes.

During battle, Raidou can attack with his sword (a stronger weapon which can combo to deal much greater damage) or gun (a weaker weapon which can stun enemies). He can also block with his sword to reduce damage taken and dodge roll to evade enemy attacks altogether. However, the core of the battle system involves utilizing the game's various monsters, many of which hail from previous Shin Megami Tensei titles.

The Pokémon-styled capturing mechanism present in the previous game is no more; instead, Raidou can now negotiate with enemy monsters to try to persuade or bribe them to join his side (a tactic employed in many other Shin Megami Tensei games). Raidou can summon two of the monsters from his roster at any time to fight alongside him; demons employ a variety of offensive, support, or healing spells which will greatly expedite the flow of battle. Both Raidou and his monsters will level up as they continue to win fights; additionally, monsters may drop Yen or items.

Raidou will also need to strategically balance his MAG (Magnetite) across fights. MAG is required to use monsters' spells, and more potent spells require more consumption of MAG. Merely killing enemies yields a tiny amount of MAG, but the key to much greater MAG acquisition is exploiting enemies' elemental weaknesses and physically attacking them while they are stunned from being hit by spells that target their weaknesses. In this way, Raidou must expend MAG to regain MAG; the goal is to attack with effective spells in order to absorb more MAG than is being expended.

Outside of battle, monsters can assist with investigations via skills such as mind-reading and transforming into various key individuals in order to deceive shady characters into giving up critical information. In order to continually gain higher-level and more diverse monsters, Raidou can utilize Dr. Victor's Gouma-Den to fuse monster together, creating more powerful monsters for Raidou to access provided he has the capacity to control them. Other self-improvements include synthesizing better swords for Raidou and sacrificing monsters to raise the strength of standard monsters.

As with other entries in the Devil Summoner series, its narrative takes the form of a modern-day detective story as opposed to the series' more prevalent post-apocalyptic settings. The game's story, while continuing Raidou Kuzunoha's story and tying into the subseries' themes, was completely independent of other Devil Summoner titles and could be enjoyed by series newcomers. The staff of Raidou Kuzunoha vs. The Soulless Army returned to their respective roles: producer and character designer Kazuma Kaneko, director Kazuyuki Yamai, and composer Shoji Meguro. Meguro continued using the jazzy brass-based musical style of Raidou Kuzunoha vs. The Soulless Army, although he adjusted it to sound grander than its predecessor. To get higher sound quality, Meguro had difficulty completing his work as the digital audio software he used previously was outdated and he needed to move onto new software.

During development, the team used the systems of Raidou Kuzunoha vs. The Soulless Army as a base for their work, but pushed towards an altered gameplay pace, expanding its content, elements such as increasing Raidou's movement speed through environments, and generally developing the game as an "evolution" of its predecessor. As opposed to the previous work, the team created a division between town and dungeon environments, with towns being demon-free environments. The dungeon environments were incorporated from earlier Megami Tensei games, which featured dungeon crawling gameplay elements. The team also managed to increase the number of demons that could be displayed on-screen at any one time, along with adjustments to allied demon AI so it would be more responsive in battle. The demon negotiation system, a standard element from earlier titles, was also incorporated into the game. hanges were made to demon fusion and elements of their character growth so as to streamline the process for players.

Raidou Kuzunoha vs. King Abaddon was first announced in August 2008 for release on October 23. Alongside a standard edition, a limited special edition was released that included a copy of Shin Megami Tensei: Nocturne Maniax. Titled Shin Megami Tensei III: Nocturne Maniax Chronicle Edition, it carried over the content of the original Maniax edition while replacing guest character Dante from the Devil May Cry series with Raidou Kuzunoha. It was distributed in North America as a limited release, with first print editions coming with a Jack Frost plush toy styled after Raidou Kuzunoha. Upon being asked on their official European forums about a possible release, Tecmo Koei, which handled publishing duties for the European release of Raidou Kuzunoha vs. The Soulless Army, responded that there were no plans for a European release for Raidou Kuzunoha vs. King Abaddon.

SMT: Raidou Kuzunoha vs. King Abaddon received "generally positive" reception, according to Metacritic.

Shine: Kotoba o Tsumuide

6.7

J

Developer	Vridge
Publisher	Success
Release date	(jp) April 25, 2002
Genre	Visual novel
Mode	1 Player

The protagonist of the story want to pursue a career as a photographer. He departed for a trip to a small island near Okinawa in order to find an upper classman of the same university who happens to be a professional photographer and become his apprentice. After the two of them met, he was given a task he must successfully accomplish in order to be accepted as an apprentice. He needs to photograph six girls he met by chance on a boat on his way here. And to make things worse, all six of the girls absolutely hate posing for camera, and he will have to skillfully talk his way into changing their mind. Topics of interest and dialogue choices can be increased by playing a sort of a mini-game which when successful will yield in additional conversation topics.

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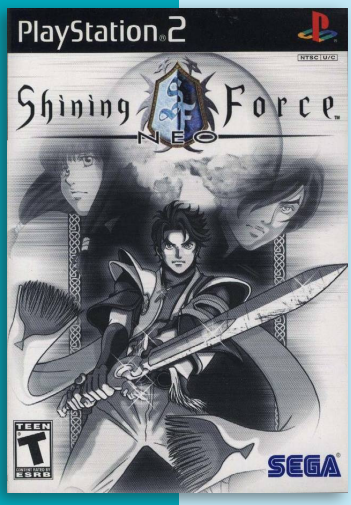
Shining Force Neo

6.9



Developer	Neverland
Publisher	Sega
Release date	(jp) March 24, 2005
Genre	Action role-playing
Mode	1 Player

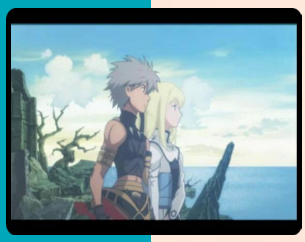
It is not a turn-based strategy game as the other games of the Shining Force sub-series are. Instead, it uses real time action, similar in nature to the popular game Diablo or Record of Lodoss War (the latter also by Neverland). The game features a variety of weaponry inspired by the medieval era, magic, and a collection of skills that can be improved upon for the main character. Like other games in the series, it features anthropomorphic characters and a battle between forces of Light and Darkness. The story is loosely adapted from the original Shining Force.

The player controls Max as the main character and has a maximum of two companions (out of eleven available) in the party to help him in his mission. Max and his group eventually develop "Force" abilities, enabling RPG character development into either a Fighter or Mage type character.

J N

Shining Force Exa

6.4



Developer	Neverland
Publisher	Sega
Release date	(jp) January 18, 2007
Genre	Action role-playing
Mode	1 Player

Shining Force EXA is an entry in the Shining Force series, but unlike most of the earlier titles it has a more action-oriented RPG approach, rather than featuring turn-based strategy gameplay. The game uses a real-time combat system, an "art" system for special character, weapons, and an armor upgrade system. As such it is considered the spiritual successor to Shining Force NEO inheriting many of the game's traits.

Players choose to be either the warrior Toma or the sorceress Cyrille. They are almost immediately joined by the knight Gadfort and the elfin archer Maebelle. They all have different reasons to join the quest and find the holy sword Shining Force. The main storyline focuses on the devastating war between humans and demons. The game takes place in a world divided into two kingdoms: The Noswald Empire (humans) and Fyrlandt (demons).

The player's base of operations is the Geo-Fortress which is a mobile base, and along the way there is the ability to upgrade the fortress. This is done by collecting "rare material" which allows the fortress to be upgraded to three forms, each time more powerful. Only in the final form it becomes possible to travel around. The strategy elements center around the fortress. Players can make room for shops, train party members and choose who to take along on quests. It can also be attacked and needs to be defended.

The game received "mixed" reviews according to Metacritic. In Japan, Famitsu gave it a score of two nines, one eight, and one nine for a total of 35 out of 40.

IGN gave praise to the length and overall design of the game, but criticized the lag often experienced by having so many enemies on the screen at once. GameSpy called the Geo-Fortress system *"innovative"*, but the game in general *"uninspired"*. A more critical review was given by GameSpot, highlighting the game's weak combat, voice acting, and frame-rate, while approving of its visual presentation.

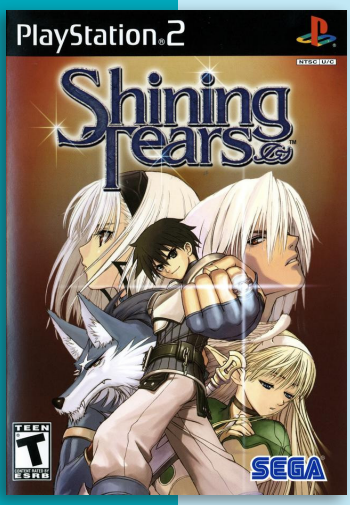
"mobygames.com"

PlayStation 2 the Best

J N

Shining Tears

6.1



Developer	Nextech
Publisher	Sega
Release date	(jp) November 3, 2004
Genre	Action role-playing
Mode	1-2 Players

Shining Tears is an old-school action RPG set in the Shining universe (previous games include Shining in the Darkness and Shining Force trilogy). Players take the role of Xion, a hero who is drawn into saving the City of Shilidia from a formerly peaceful neighbor due to his possession of the powerful Twin Dragon Rings. This sets the stage for an epic RPG storyline with varied characters and some surprises.

The game is presented in hand-drawn 2D graphics and backgrounds. For battles the players may choose from 8 unlockable companions, each with their own unique powers, strengths and weaknesses. Furthermore, the co-op system lets two players cooperate in battles, pulling off special combo moves and leveling up their characters together. The companion the player pick changes Xion to the opposite 'soul' dark or light due to the nature of the Twin Dragon Rings, with correspondingly different powers. In single-player mode the players have their companion AI to help them out of tight spots.

The game received "mixed" reviews according to Metacritic. In Japan, Famitsu gave it a score of 31 out of 40.

"mobygames.com"

J N

Shining Wind

6.8

J

Developer	Nextech
Publisher	Sega
Release date	(jp) May 17, 2007
Genre	Action role-playing
Mode	1-2 Players

Shining Wind is the 19th game in the Shining video game series and the game is the sequel to Shining Tears. The main characters from Shining Tears appear in Shining Wind as well. Like Shining Tears, the game is illustrated by artist Tony Taka. The game was released late in the console's life and thus appeared only in Japan.

The game was released on Japan on May 17, 2007, and sold over 78,000 units in four days, becoming the top selling game in the country in that week.

Shinjuku no Ookami

7.6

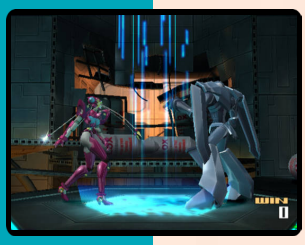
Developer	Y'sK
Publisher	Spike
Release date	(jp) February 19, 2009
Genre	Beat-'em-up
Mode	1 Player

In Shinjuku no Okami players take on the role of Eiji Mikami, a chain-smoking detective whose sense of justice and crime is somewhat questionable. Players have access to the police's crime database, allowing them to learn what kind of crimes have taken place -anything from drunks fighting it out to more serious homicides. From there, players are free to head out on the town to investigate.

J

Shinkon Gattai Godannar!!

8.1



J

Developer	Natsume
Publisher	Bandai
Release date	(jp) June 24, 2004
Genre	Fighting
Mode	1-2 Players

Shinkon Gattai Godannar!! is based on the mecha anime series by the same name. The game lets players take control of Godannar or Neo Okusar as they take on the Gitaijyuu. Battles include one on one and one on two; in the event that the players side has two characters, they get to choose which of the two they want to control.

The original release shippwed with a bonus DVD with a compilation of season one of the anime.

Shounen Onmyouji: Tsubasa Yoima, Ten e Kaere

8.9

Developer	Vridge
Publisher	Kadokawa Shoten
Release date	(jp) July 19, 2007
Genre	Visual novel, Role-playing
Mode	1 Player

Shounen Onmyouzi: Tsubasa Yoima, Ten e Kaere is based on the manga, Shounen Onmyouzi, by Mitsuru Yuki and Sakura Asagi. The game is a visual novel and features an original story based on the characters of the manga. The game features different endings.

The Deluxe Pack version comes in a box that includes the game and a bonus CD.

J

Shinkyouku Soukai Polyphonica

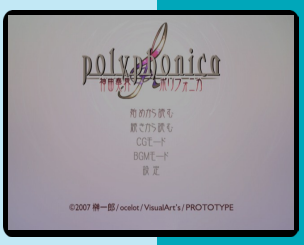
4.6

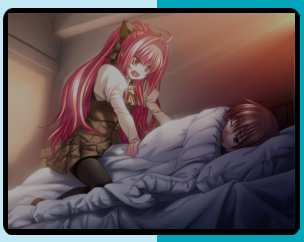
Developer	Visual Arts
Publisher	Prototype
Release date	(jp) April 26, 2007
Genre	Visual novel
Mode	1 Player

Shinkyoku Sōkai Polyphonica, also known as simply Polyphonica, is an all-age Japanese visual novel created by Ocelot and first released for Windows on in 2006. Aside from the game, multiple series of light novels have been created.

The game is set in the continent of Polyphonica, where spirits materialize in the world, surviving on the music that is played by humans, and live together with them. Musicians called Dantists play Divine Songs using special instruments which enable the spirits they have partnered with to manifest their true powers. The Crimson series follows the adventures of a Dantist named Tatara Phoron and his spirit Coatie. The player plays Phoron as a student at Torvas Divine Song Players Academy.

The PlayStation 2 port features the first few episodes of the story followed by the release of Shinkyoku Sōkai Polyphonica: 3&4 Hanashi Kanketsuhen to finish the story. Unlike the PlayStation 2 releases, the PC version has each of the episodes released as standalone release. Unlike the PC version, the PlayStation 2 release features additional original CG visuals, and full voice-overs for all the characters.





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Shinkyouku Soukai Polyphonica: 3&4 Hanashi Kanketsuhen

6.0

J

Developer	Visual Arts
Publisher	Prototype
Release date	(jp) December 27, 2007
Genre	Visual novel
Mode	1 Player

This game contains the final two episodes of the story, and is a sequel to and continuation of Shinkyoku Sōkai Polyphonica. Originally released for the PC in single episodes, the first PS2 port was split in two releases, which later got re-released to include all the episodes from 0 to 4. The PlayStation 2 release features CG event graphics not featured in PC version, and now has full voice-acting for all the characters.

"mobygames.com"

Shinkyoku Soukai Polyphonica: 0-4 Wa Full Pack

5.2

Developer Visual Arts
Publisher Prototype
Release date (jp) April 10, 2008
Genre Visual novel
Mode 1 Player

Shinkyoku Soukai Polyphonica: 0-4 Wa Full Pack contains every episode and combines Shinkyoku Sōkai Polyphonica and Shinkyouku Soukai Polyphonica: 3&4 Hanashi Kanketsuhen.

Compared to the PC version, the release features additional original CG visuals, and full voice-overs for all the characters.

J

Shinkyouku Soukai Polyphonica: The Black ~Episode 1&2 CS Edition~

J

Developer Visual Arts
Publisher Prototype
Release date (jp) January 15, 2009
Genre Visual novel
Mode 1 Player

This game is the only from the black series and setting is the same as in the original series, featuring two episodes. First episode takes place around the same time as episode 0 of the original series. The Black series feature Managa, a Rusha Police Department detective in a spirit division department, who is also a winged spirit himself, as one of the protagonists.

Shinkyoku Soukai Polyphonica: After School

5.2

J

Developer Prototype
Publisher Prototype
Release date (jp) November 11, 2010
Genre Visual novel
Mode 1 Player

This is the third installment of studio Ocelot's Polyphonica Crimson series. The story is set between game episodes 3&4, and the manga.

Originally released for Windows with the same title on December 2009, the port includes new CG event scenes by Noboru Kannatsuki and full voice-acting for all characters, not just the lead characters

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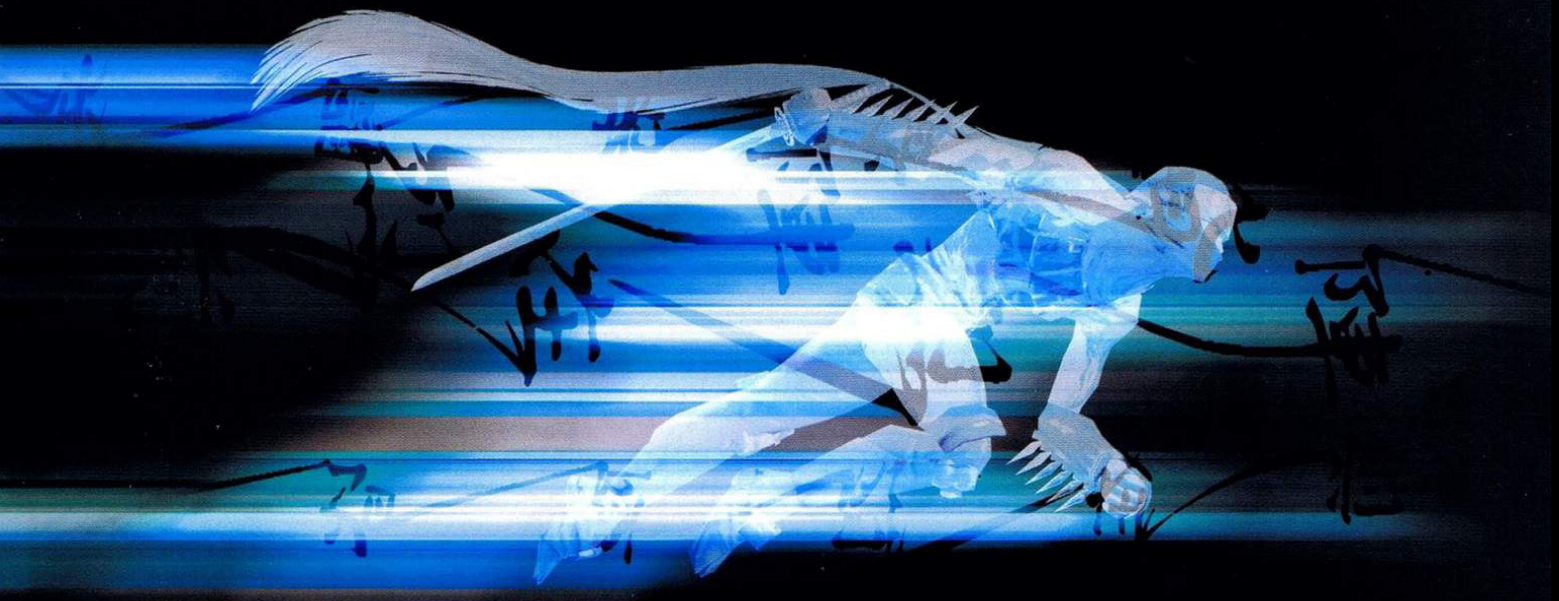
WLTBWA KSPS5504

You can't fight what you can't see



Shinobi™

Arriving 16th May 2003*

Exclusive to PlayStation®2

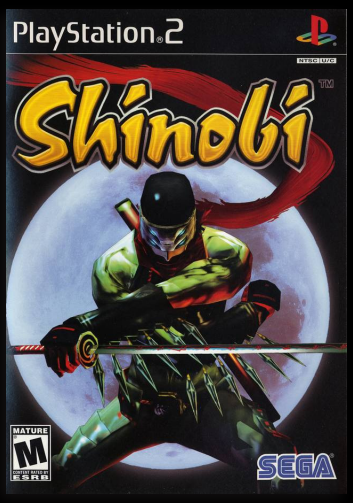
www.au.playstation.com/shinobi

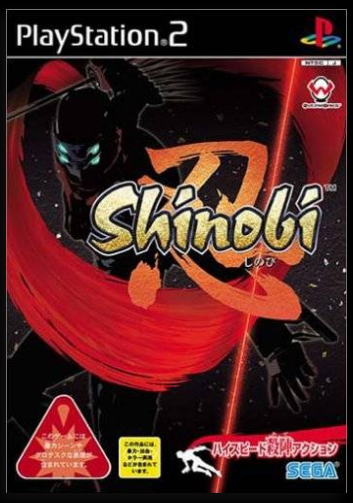
OVERWORKS

SEGA

PlayStation®2

7.1





J N P

Shinobi

Developer	Overworks
Publisher	Sega, (eu) SCEE, (us) SCEA
Release date	(us) November 10, 2002
Genre	Beat-'em-up
Mode	1 Player

Shinobi is a 3D action-adventure video game developed by Overworks and published by Sega as part of the Shinobi series.

Shinobi takes place in Tokyo, where a mysterious evil force has taken over, and it is up to Hotsuma, , who wields Akujiki, a sword that feeds on souls, to stop it. He is the leader of a clan called the Obura Clan and is the only survivor, though, all of his dead clansmen are now fighting against him.

Shinobi is a 3D action-adventure game viewed from a third-person perspective. The player guides protagonist Hotsuma through eight levels that each consist of two sections and a boss battle. Gameplay consists of quickly moving through levels and killing enemies. The game does not feature checkpoints, but allows the player to continue from the start of a boss battle if they die.

Combat is hack and slash-based, involving large numbers of recurring enemies. Hotsuma's sword, Akujiki, is his primary weapon. Akujiki feeds on souls, initially devouring those of the enemies he kills, then that of Hotsuma himself if he does not kill any enemies for too long. This leads to an emphasis on killing all enemies in a battle as quickly as possible. To ensure that Akujiki's hunger remains sated, Hotsuma can kill four or more enemies with no more than a few seconds between each kill to perform an exaggeratedly violent "TATE" attack that will release more souls for Akujiki. The mechanic of jumping from enemies after dispatching them adds an element of platform gameplay.

Hotsuma can also use shurikens to briefly paralyze his enemies. Three types of ninja magic are available to him: "Ka'en", an area-based fire attack; "Kamaitachi", a ranged shock wave attack; and "Raijin", which grants him invincibility for a short period of time.

Overworks, a division of Sega, had been the developer of the Shinobi series throughout its early years. Other projects had prohibited Overworks from developing Shinobi titles for the Sega Saturn or Dreamcast. However, in 2001 Overworks member Noriyoshi Ohba realized that he had time to develop a new Shinobi game, and Sega returned to publish it. Development of Shinobi began around May 2001, with a team of roughly 50 people. Takashi Uriu filled in as producer. The game was originally planned for the Dreamcast until the console was discontinued and Sega began creating games for other companies' consoles. The PlayStation 2 console was chosen over the competing GameCube and Xbox because of its familiarity to the team; Uriu had become experienced with the console's software during his past work on the Sakura Wars series. The console's relative popularity was also a decisive factor.

Shinobi marked the jump of the series to 3D, attributed to the changing video game market. The 2D gameplay of past Shinobi games had made consistent use of shuriken-based combat. However, such combat would have been difficult to master in a 3D game. Thus,

an auto-targeting system was born, and the gameplay emphasis shifted to swordplay rather than shurikens. Due to the 3D rendering of Shinobi, Overworks decided to grant Hotsuma the ability to run on walls. His usage of ninja magic was a recurring feature in the series, implemented as part of a desire to mix older and newer gameplay elements. However, his "stealth dash" move was a new addition consistent with the overall fast-paced nature of the game.

Although Overworks had worked mainly on simulation and role-playing games, experience with the Streets of Rage series helped with the creation of an action-based game. Ohba decided to tailor the game to the needs of the relatively small action market amidst the emergence of stealth-oriented ninja-focused games. Uriu was discontent with the state of contemporary action-adventure games. Hotsuma's character, as well as the game's setting and plot, resulted from a desire to create a "darker hero" for the game. Hotsuma's "stealth dash" move hatched from Uriu's knowledge of real life ninja's ability to *"divide themselves into different bodies."*

"The version you see this time is pure action, but in the background, there's a long story, and you have to look for maps and other things. It's still an action game, but you could call it action-adventure. Another is, the games on the market right now classified as 'action-adventure,' we don't feel attracted to those as far as the action goes. You have action [holds one hand to the side], and you have adventure [holds another hand the other way]. Usually, action is two and adventure is eight, as far as the ratio. We want to have that ratio, say, six to four, and bring action more to the forefront."

— Producer Takashi Uriu.

Shinobi was generally well received by critics, with respective scores of 71 out of 100 and 71.67% from Metacritic and GameRankings.

Shinobi's basic gameplay was largely praised. GamePro's Mike Weigand highlighted the TATE attack as *"cool"* and *"hyper-violent"*, and praised the game's overall emphasis on *"head-on deception"* rather than stealth. IGN's David Smith and GameSpy's Benjamin Turner criticized the poor artificial intelligence and repetitiveness of the basic enemies while praising the bosses.

Critics consistently mentioned the game's high difficulty. The game was described as *"hellaciously hard"* by Electronic Gaming Monthly staff writer Che Chou. Weigand cautioned: *"Casual gamers beware"*, noting that earlier Shinobi titles had not been as demanding.

Level design was received generally poorly. 1UP.com highlighted repetitive environmental textures as contributing to the difficulty of finding one's way through the levels, comparing them to textures that might be found in PlayStation games. Smith echoed this opinion, additionally noting occasionally problematic default camera angles.

The newly introduced Hotsuma was singled out for strong praise. Smith called Hotsuma *"a great design, a sort of post-modern evolution of the ninja in comparison to the thoroughly traditional Joe Musashi [the main protagonist of the series]"*, additionally commending the coordination of his moves with his appearance. 1UP.com stated that he is *"the supermodel of video-game action heroes—lean, stylish and mean—and he fights as good as he looks."* Turner and Allgame's Brett Alan Weiss described him as *"sleek"*. Weiss offered strong praise for Akujiki, as did Weigand for Hotsuma's scarf.

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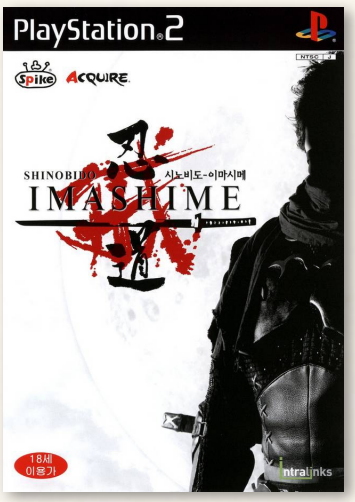
Exclusive to PlayStation®2
BEWARE OF THE NINJA
shinobido-game.com
MA 15+ RESTRICTED
Strong violence
You visit silent, speedy death on your victims. Your stealth is legendary. You sell your skills to the highest bidder. You would laugh at the concept of mercy, but you don't laugh. Ever. You are a ninja for hire, and the game is Shinobido:™ Way of the Ninja exclusive to PlayStation®2.
PlayStation 2
SHINOBIDO
ACQUIRE
Spike

Shinobido: Way Of The Ninja

7.4

Developer	Acquire
Publisher	Spike, (eu) SCEE
Release date	(jp) November 10, 2005
Genre	Action-adventure
Mode	1 Player

Korean Release



Shinobido: Way of the Ninja is stealth-action game, that is comparable to the Tenchu series. The story takes place in the Japanese province of Utakata in the 16th century. Players take on the role of the ninja Goh, "The Crow", the sole survivor of the Azuka Clan, who finds himself unconsciously lying near a river having completely lost his memory. After finding a magical stone containing tiny fragments of the events that took place before his awakening, he decides that the only way to find out more about his past is to localize the remaining stones.

The gameplay's main idea is to complete missions without being noticed by guards, watchdogs or even harmless townsmen. Carefully approaching of enemies from behind is crucial, because the player character isn't very capable in direct combat.

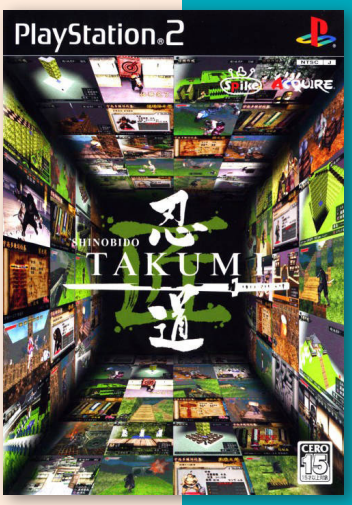
A huge difference in comparison to Tenchu is, that the game is widely non-linear, which means that players can choose the missions they want to participate in at almost any given time. There are three landlords for whom players can accept missions. Depending on the choices the trust of each landlord in Goh increases or decreases. The game allows Goh to use alchemy, by which he can create his own equipment like strength potions and smoke bombs. Shinobido also gives players their own hideout, around which they can place decoration like various trees as well as traps to strike back invading enemies.

The game received "mixed" reviews according Metacritic. Critics and reviewers criticised the game's awkward control system, which would at times cause the player to accidentally alert the enemy of their presence when attempting a sneak-attack or stealth kill, and also the lack of variety between missions. On the other hand, critics praised the unique story, ragdoll physics and open-ended system which allowed players to choose their allegiance and style of mission, be it stealth or all-out attack. The English language voice acting is described by Boomtown's reviewer as *"patchy"*, adding that *"some of it works, most of it doesn't"*.

7.1

Shinobido Takumi

Developer	Acquire
Publisher	Spike
Release date	(jp) March 30, 2006
Genre	Action-adventure
Mode	1 Player



Shinobido: Takumi ("Way of the Ninja: Artisan") is an expansion-pack disc of the original Shinobido: Way of the Ninja, released exclusively to the japanese market in 2006. It contains 130 new missions created by fans, members of the Spike developement staff and magazine editors, chosen to be the best amongst many other missions submitted in 2005. The creators of the submitted missions chosen by the development team received in-game credit, a copy of the game and an additional commemorative bonus item.

"shinobido.fandom.com"

Shirogane no Soleil:
Contract to the Future - Mirai e no Keiyaku

Limited Edition

Developer	Russel
Publisher	Russel
Release date	(jp) October 23, 2008
Genre	Visual novel
Mode	1 Player

Contract to the Future is a ported version of a PC release known as Shirogane no Soleil: Successor of Wyrd with several major differences which include toned down sexual content, additional character scenario and voice-acting, and a new battle system.

In the Northern Europe lies a ruin called "The Ship of Time". Inside is imprisoned a dangerous specie called Berserk. But one day, the Berserk solves the riddle of the seal that has kept it imprisoned for so long and breaks free. Aimed to set the world ablaze once again, Berserk is about to confront the girl with the silver wings, a battle maiden Valkyrie. Players take the role of a carefree young man enjoying his school life until one day, he meet the battle maiden Sol Valkyrie and his whole world changes.

The game plays as a visual novel adventure which mixes Norse mythology and modern day reality. Besides the adventure part where players converse with other characters, there is a battle part which uses a card battle system.

"mobygames.com"

The Secret Saturdays: Beasts of the 5th Sun

4.7

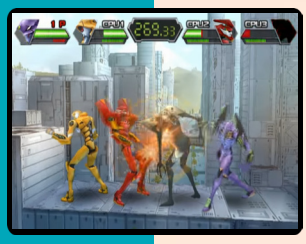
Developer	High Voltage Software
Publisher	D3Publisher
Release date	(us) October 20, 2009
Genre	Action-adventure
Mode	1 Player

The Secret Saturdays: Beasts of the 5th Sun is an action game based on the The Secret Saturdays animated series. The evil Argost is after the power of the eight beasts and it's up to the player to stop him.

Gameplay includes platforming with a grappling hook as well as sections where players have to beat-up enemies including bosses. The game offers ten levels in which they take control of all seven members of the Saturday family.

Shinseiki Evangelion: Battle Orchestra

7.2



J

Developer	Headlock
Publisher	Broccoli
Release date	(jp) June 28, 2007
Genre	Fighting
Mode	1-2 (4) Players

Neon Genesis Evangelion: Battle Orchestra features a total of 24 characters from the Neon Genesis Evangelion anime.

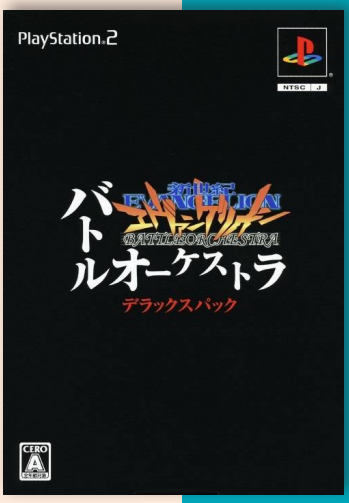
The game is a side-scrolling 2D fighting game with fully 3D rendered characters, backgrounds, and environments, similar in spirit to the Super Smash Bros. games.

The Story Mode features six individual arcs for Shinji Ikari, Asuka Langley Sohryu, Tōji Suzuhara, Kensuke Aida, Rei Ayanami and Kaworu Nagisa.

There are 6 game options available from the main menu: Story mode, Rumble mode, Practice mode, Endless mode, Shop & Gallery and Options.

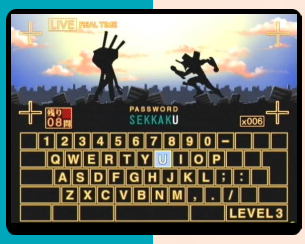
These are largely self-explanatory. Rumble mode is a free match/versus mode, and Endless mode is a survival-type mode. The Shop menu features 2 sub-sections: a store where points earned in other modes are spent to unlock new characters, stages, BGMs etcetera, and a sound test menu to listen to BGMs and sound sets purchased through said store.

Deluxe Pack



8.7

Shinseiki Evangelion Typing E-Keikaku



Developer	Artdink
Publisher	Artdink
Release date	(jp) August 2, 2001
Genre	Edutainment
Mode	1 Player

Shinseiki Evangelion: Typing E-Keikaku, released for PS2 and Dreamcast, is a typing tutor game based on the anime Neon Genesis Evangelion. The game requires a USB Keyboard.

Gameplay consist of typing the on-screen words as fast as possible in order to progress the story. This words go from romaji, kana, and finally in kanji, when players reach hardest difficulty levels.

Shinseiki Evangelion 2: Evangelions

Korean Release

Developer	Alfa System
Publisher	Bandai
Release date	(jp) November 20, 2003
Genre	Action-adventure
Mode	1 Player

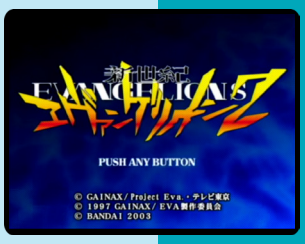
Neon Genesis Evangelion 2 has role-playing game and world-controlling elements, and allows the player to follow a number of characters through multiple versions of the main plot of the anime Neon Genesis Evangelion. Players take the role Shinji and company as they try to prevent (or cause) the Third Impact.

The player controls the Eva walking around a large map, until they run into an enemy. The player is then given a list of action commands which they can choose to attack the enemy. Once one of the action command is chosen, a sequence will be shown, with CGI depicting the attack. This was one of the more praised elements of the game.

The game also has story arcs in which the player has a list of playable characters to choose from, to play as in the story mode. For example, the three main characters Shinji Ikari, Rei Ayanami, and Asuka Langley Soryu, are available from the start. More are unlocked as various game events are triggered.

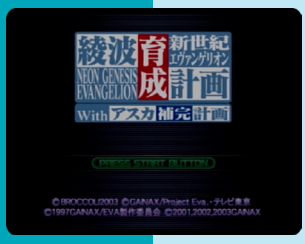
The game sold 27,583 copies the week of its release.

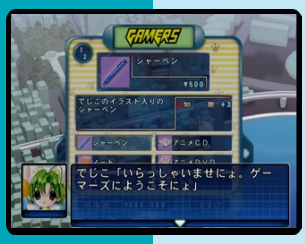
7.8



Shinseiki Evangelion: Ayanami Ikusei Keikaku with Asuka Hokan Keikaku

7.9





Developer	West One
Publisher	Broccoli
Release date	(jp) December 11, 2003
Genre	Simulation
Mode	1 Player

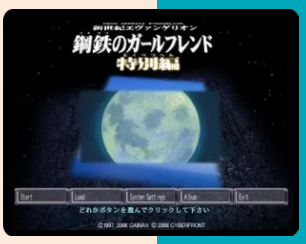
The game was first released Neon Genesis Evangelion: Ayanami Raising Project for Windows in 2001. The gameplay is similar to that of the Princess Maker series also developed by Gainax.

In Ayanami Raising Project, the player takes on the role of a NERV officer who has just been assigned to Tokyo-3. Upon meeting with Commander Gendo Ikari, he is charged with taking care of the First Child, the mysterious Evangelion pilot Rei Ayanami. It is up to the player to decide Ayanami's weekly schedule, balancing between education, duties at NERV, and leisure. The game spans approximately one year, and includes the events of the entire anime series, as well as the movie The End of Evangelion.

Shinseiki Evangelion: Koutetsu no Girlfriend Special Edition

7.6

Developer	CyberFront
Publisher	GeneX
Release date	(jp) March 30, 2006
Genre	Visual novel
Mode	1 Player



While the game does feature much of the cast of the original anime, the story is unrelated to the original series. The game start with the girl, Mana Kirishima, who arrives at Tokyo-3 and studies in the same class with Shinji Ikari, the series' main hero. About the same time, a giant robot attacks the city. Players need to find if there is a connection between the new student and the sudden assault. The player controls Shinji by selecting locations to travel to, looking at people, and talking to them. The locations are graphically represented as anime-style still screens.

Originally released as Neon Genesis Evangelion: Girlfriend of Steel for Windows in 1997, this remake was released as a "special" edition as part of Evangelion's ten-year anniversary, with additional scenes focusing on the TRIDENT pilots' lives.

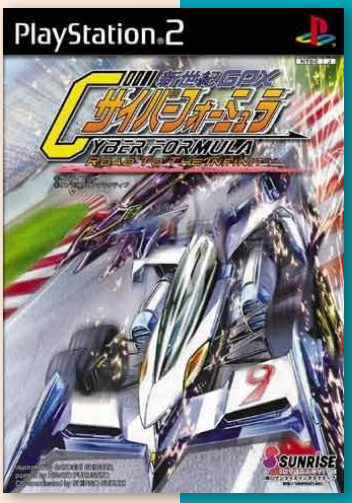
7.4

Shinseiki GPX Cyber Formula: Road to the Infinity

Developer	Atelier-Sai
Publisher	Sunrise Interactive
Release date	(jp) December 18, 2003
Genre	Racing
Mode	1-2 Players

Shinseiki GPX Cyber Formula - Road to the Infinity is the first PS2 game based on the 1991 anime series. Players race with Cyber Formula cars on sci-fi inspired circuits. Game modes include Grand Prix, Arcade, Vs. Mode and different unlockable galleries.

The game itself is playable even if the user don't know Japanese.



8.2

Shinseiki GPX Cyber Formula: Road to the Infinity 2

Developer	Sunrise Interactive
Publisher	Sunrise Interactive
Release date	(jp) August 11, 2005
Genre	Racing
Mode	1-2 Players

The second installment of the Shinseiki GPX series improves on the first title with music from the original anime and the inclusion of special techniques, such as a lifting turn and the Mirage turn. The design of the speedometer is also changed.

Players take part in the 11th to the 17th Cyber Formula World Grand Prix, with the 18th championsip included as an unlockable bonus.

6.8

Shinseiki GPX Cyber Formula: Road to the Infinity 3

Developer	Sunrise Interactive
Publisher	Sunrise Interactive
Release date	(jp) October 26, 2006
Genre	Racing
Mode	1-2 Players

The third PS2 title in the series includes two new racing teams, a number of new characters by Kawamori Shoji, and two new cars. The game feature twelve courses, where three of them are new to this game.

The first print limited edition includes a full-color 24 page booklet with art by Hisayuki, and a reversible poster.

Shinseiki GPX Cyber Formula: Road to the Infinity 4

6.7

Developer	Sunrise Interactive
Publisher	Sunrise Interactive
Release date	(jp) October 4, 2007
Genre	Racing
Mode	1-2 Players

The fourth instalment in the series feature all the cars and courses that have appeared in the previous games, including new cars, new courses and the new gameplay element, “ZERO area”. When the ZERO area is activated, the opponent will be thrown off course for a few seconds. The game also puts more emphasize on tire wear, making it more strategic when racing.

J

Shirachuu Tankenbu

8.3

J

Developer	Nex Entertainment
Publisher	Taito Corporation
Release date	(jp) August 28, 2003
Genre	Visual novel
Mode	1 Player

The story of Shirachu Ninken Bu is about a group of friends that get a postcard with “STB” inscribed on it. This leads them to return to the village where they spent their holidays together. This prompt the main hero, Takahiro, to recall major events from years ago, while trying to identify the person behind the mystery. The actual game takes place in flashbacks and “what if” scenarios.

Sidewinder MAX

8.1

J

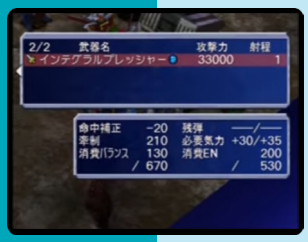
Developer	Bit Town
Publisher	Asmik Ace Entertainment, Inc
Release date	(jp) December 7, 2000
Genre	Simulation
Mode	1 Player

Sidewinder MAX is a flight simulator where players can choose from different combat jets, including F14, F4E, FA18, Tornado, F15A, F16A, F15C and F16C and take part in 32 missions. The levels feature environmental effects, like changing weather.

The game had a planned western release called Iron Eagle Max, but was cancelled.

Shinseiki Yuusha Taisen

6.8



Developer	WinkySoft
Publisher	Atlus
Release date	(jp) February 17, 2005
Genre	Role-playing
Mode	1 Player

Shinseiki Yuusha Taisen was one of the first Takara-developed titles to be published under the Atlus gaming label. The game is a simulation RPG featuring robots who appeared in numerous Sunrise and Takara anime properties.

As the main character Chouta Nayuta, players warp between various worlds, teaming up with heroes along the way to defeat enemy robots. Battles are set up in overhead strategy style, similar to Super Robot Wars. Players make use of a number of robots, using long and short distance attacks to defeat the enemy. Some of the more powerful attacks make use of CG video scenes. Between missions, the game's storyline progresses through voiced conversation sequences.

"ign.com"

Shoubi no Ki ni Shoubi no Hanasaku

Developer	Interchannel
Publisher	Interchannel
Release date	(jp) June 15, 2006
Genre	Adventure
Mode	1 Player

Shoubi no Ki ni Shoubi no Hanasaku: Das Versprechen is set in the early Showa era, during the early stages of World War II. In Japan many prestigious boys' boarding schools exist, where students study mathematics, science, philosophy, and German language, hoping to make a future for themselves, while indulging in women and alcohol in their free time. The player character, Hyuuga Kaname, works as a handyman at such a school. One night when he is out, he gets drugged and raped beneath a rose tree. He later receives a letter with a photo of him where he is sprawled out naked under the rose tree. He notices that the attitudes of several of the students around campus have changed towards him, indicating that more people have heard of the rape. His friend, Tsukimura, advises him to investigate around campus to discover who the rapist is.

7.0

Shinten Makai: Generation of Chaos V

Developer	Neverland
Publisher	Idea Factory
Release date	(jp) July 21, 2005
Genre	Turn-based strategy
Mode	1 Player

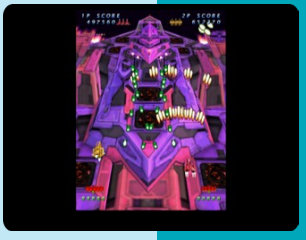
The Generation of Chaos games revolve around the management of a kingdom, expanding not only through military prowess, but also improving the inner workings of the player's kingdom.

The fifth title features a number of significant changes for the franchise. A new overhead world map divides up the quest, with a grid-based system for moving units across the land. The game takes place in a completely new place called Edith and its separate worlds: the Sky World, the Land World, and the Underground World. The Underground World, where the story begins, is split into two empires founded on technologically-advanced civilizations, and the game will take the adventure out to the Earth-like Land World and the fantastical Sky World (with its split of Heaven and Hell domains).

"ign.com"

Shooting Love: Trizeal

8.5



Developer	Triangle Service
Publisher	Datam Polystar
Release date	(jp) April 20, 2006
Genre	Shooter
Mode	1-2 Players

The game was originally released in the arcades as Trizeal. Players control and can transform a spaceship into three forms (which alternates weapon attacks), working through multiple levels and boss sequences. The game can be played in four different screen modes, with one mode mimicking the narrow arcade version. The power-ups can be used to upgrade each separate weapon respectively.

There are 6 levels in the game, they get progressively harder until the last stage which consists of only two bosses. Two unlockable modes become available when the game is completed, they are Omake mode and Lifting mode. Omake mode is a short level which has denser bullet patterns than the normal game.

Shogi

Developer	Success
Publisher	Success
Release date	(jp) July 31, 2003
Genre	Board
Mode	1-2 Players

Shogi was released in the budget SuperLite 2000 series. Players can take part in 12 different tournament over 12 months, where each has it's own set of rules. When the December tournament is over, the overall ranking of the season is displayed.

Players can choose from 15 different opponents, each with their own weakness and strength.

J

Shogi 4

Developer	Magnolia
Publisher	Magnolia
Release date	(jp) July 29, 2004
Genre	Board
Mode	1-2 Players

Shogi was released in the budget Value 2000 Series. The game feature the AI that won in the 11th World Computer Shogi Championship. It is equipped with "graphic analysis" and "display" functions.

The game includes a variety of different game modes, including "Free game", "Dojo beat", "Shogi tournament" and "Challenge female contestant" .

J

Shogi World Champion Gekihashi 2

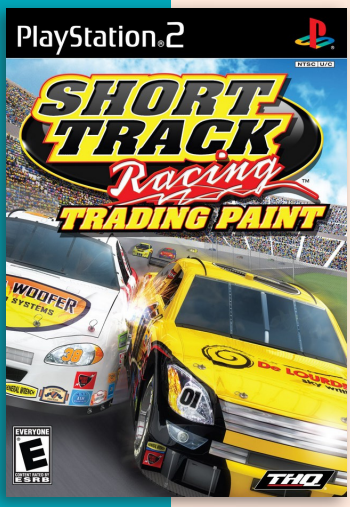
Developer	Mycom
Publisher	Mycom
Release date	(jp) January 9, 2003
Genre	Board
Mode	1-2 Players

The AI of Shogi World Champion Gekihashi 2 won the 12th World Computer Shogi Championship held in May 2002. Players can choose from 10 difficulty levels from level 4 to level 12. The game is equipped with a "rating battle" mode that calculate the match result and the players score. The game also feature a tutorial for beginners.

J

Short Track Racing: Trading Paint

7.1



Developer	Big Ant Studios
Publisher	THQ
Release date	(us) May 11, 2009
Genre	Racing
Mode	1-2 Players

The game is a Stock Car racing for the PS2. Players can choose different classes, from Stock Car, 3/4 Midgets, Modified, Wingless Sprint, Late Model, Hobby Stock, to Pickup. They can tune different parts, down to the tire pressure and the steering ratio. The game feature 20 different tracks, including the I-10 Lucas Oil and the Peach State Speedway.

N

Shoujo Mahou Gaku Little Witch Romanesque

8.5

Developer	Littlewitch
Publisher	Success
Release date	(jp) February 22, 2007
Genre	Simulation
Mode	1 Player

As Domino, players must mentor Aria and Kaya in their training to become witches, mastering the magical arts. Domino must take them to the classroom to grow the skills required to master powerful spells, and send them on quests to test their progress and show them the dangers that exist in the world.

J

Sinbad Adventure wa Enomoto Kanako de Dou Desu ka

7.6

Developer	Aruze Corp
Publisher	Nippon Amuse
Release date	(jp) September 30, 2004
Genre	Adventure, Gambling
Mode	1 Player

Sinbad Adventure wa Enomoto Kanako de Dou Desu ka is a pachinko simulator with a adventure mode. The game is based on a real pachi-machine and comes with the usual game modes and settings that is included in these games.

The game was released as a standard version and as a Limited Edition which came with a music CD.

J

6.5

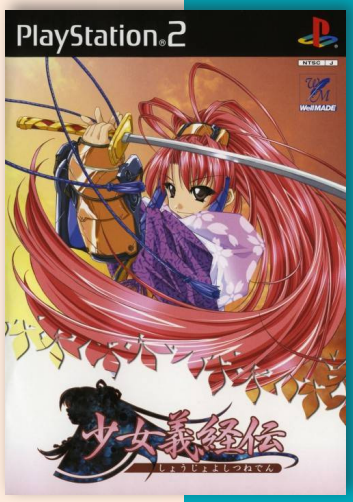
Shoujo Yoshitsuneden

J

Developer	Vridge
Publisher	Well Made
Release date	(jp) September 18, 2003
Genre	Adventure
Mode	1 Player

The game revolves around an ordinary second-year high school student who is on a class field trip to Kyoto, the heart of traditional Japanese culture. One night, as a penalty for losing a game to some of his friends, he is forced to attempt to sneak into the girls' bathing area to peep on them. However, he is caught, and falls into the bath, suddenly being surrounded by a strange light. When he comes to, he finds that he has somehow been transported back in time to the late 12th century, at the twilight of the Heian period of Japanese history. Having been dragged into this crucial historical period, he is forced to come to terms with what to do, while also struggling to understand why he was transported back eight centuries in time.

Shoujo Yoshitsuneden ("The Tale of the Yoshitsune Girl") is a tactical RPG with romantic and visual novel elements. The game's structure is broken up into chapters, and the story is primarily told in the visual novel format, with battle sequences being interspersed throughout. The protagonist can also pursue relationships with the various heroines, and the game's ending hinges on which one the player has chosen to become the most intimate with, making for six possible endings.



Special Version

5.5

Shoujo Yoshitsuneden 2

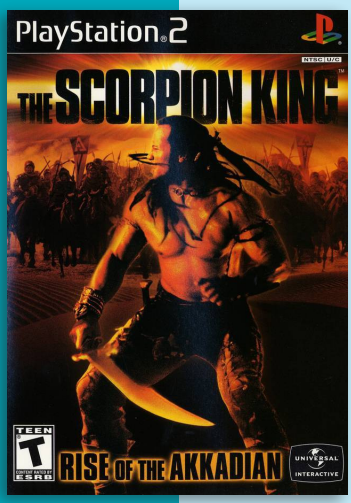
J

Developer	Vridge, Bridge NetShop
Publisher	Well Made
Release date	(jp) June 9, 2005
Genre	Visual novel, Tactical role-playing
Mode	1 Player

The game start soon after returning to the present day from the adventure in Heian period Japan. The high school student from the first game experiences another trime traveling incident to the past. Reunited with the girl, Yoshitsune Minamotono, another adventure starts where the conflict between Genji and Heike is recreated in a storyline that is part historical fact melded with fictional themes.

The Scorpion King: Rise of the Akkadian

4.7



Developer	Vivendi Universal Games
Publisher	Universal Interactive, (us) Vivendi
Release date	(us) September 11, 2002
Genre	Beat-'em-up
Mode	1 Player

The Scorpion King: Rise of the Akkadian is a Bronze age themed 3D action-adventure game that was released alongside the The Scorpion King movie.

The game features an original storyline that precedes the movie. Players take the role of the future Scorpion King Mathayus.

As the story progresses players fight a variety of enemies including men, beast and mythological creatures. Players fight the enemies hand to hand or with up to eight weapons (swords, staffs, gloves) in a variety of environments. Power-ups for strength and endurance can be found in cracks in the floor or walls and concept art can be unlocked by collecting rubies scattered around the levels. Dwayne Johnson who plays Mathayus in the movie voices his character in the game.

N P

Shoukan Shoujo: Elemental Girl Calling

7.3

J

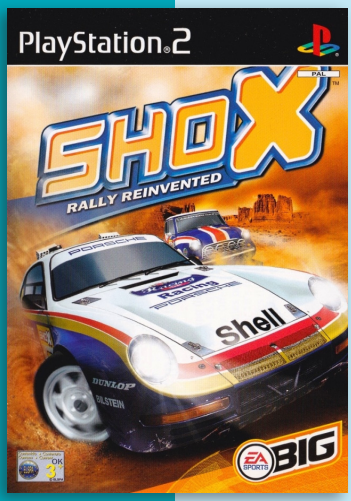
Developer	Vridge
Publisher	Kadokawa Shoten
Release date	(jp) December 6, 2007
Genre	Role-playing, Simulation
Mode	1 Player

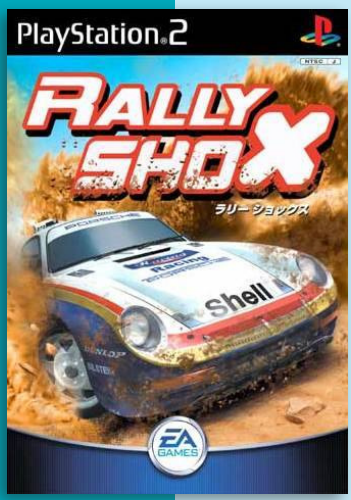
The game takes place in Magusutoratamu School, a magic academy where the heroes of the future are trained. The player takes the role of a second year student that who is going to lose his place in the academy since he can't summon anything. But one day, when he is attacked by monsters, a voice from a mysterious item, a mobile phone, helps him summon an elemental girl.

The gameplay is about going around the town to talking to people and complete quests. To complete a quest, he have to call his helpers who will have a limited time to stay with him. When the time limit is reached, the character summoned disappear. If all the characters summoned disappear, the quest ends and the player will have to start a new quest.

Shox

7.8





J N P

Developer	Electronic Arts
Publisher	Electronic Arts
Release date	(eu) September 27, 2002
Genre	Racing
Mode	1-2 (4) Players

Shox: Rally Reinvented is an arcade rally racing game released for the PlayStation 2 console in Fall 2002.

Shox: Rally Reinvented features three environments where all tracks are based upon: Arid (a desert-like, sandy environment), Jungle (a jungle-themed, muddy environment), and Ice (an arctic, snowy and icy environment). In every track there are three “Shoxzones”, areas the player must cross while being timed. When the player reaches the end of a Shoxzone, the player is rewarded with cash based on the time taken to cross it, divided into Gold, Silver and Bronze. Shox doesn’t feature the genre’s traditional gameplay modes. Instead of time trial, single race, and career modes, Shox has only one: the championship mode where players take one of 24 cars through 30 different races that are spread across five unique leagues. Shox features licensed rally cars, ranging from the Subaru Impreza, Porsche Cayenne and Mitsubishi Lancer, which all feature visual damage and dirt from the tracks. The handling is very arcade oriented. Winning races will earn money, which pays for car repairs or new cars. Multiplayer can be played with up to four-player splitscreen, either with races or capture the flag modes. There is also an option to split each controller so four player can be played with only two controllers.

Shox also features the concept of a “Shoxwave”, a sort of shockwave that follows the track ahead of the player’s car if they successfully pass, within Gold time, through all three Shoxzones, and is activated on the next ‘checkpoint’. During the duration of its presence, the player will be continually earning cash, but the Shoxzone system will be temporarily disabled. The objective of the Shoxwave, should it be activated, is to drive fast enough to catch up to it before it reaches the next checkpoint.

While Shox garnered praise upon release for its visuals, fun gameplay and sense of speed, it did not leave a lasting impact on the genre in the long run.

Shuffle! On the Stage

8.0

Developer	Omegavision
Publisher	Kadokawa Shoten
Release date	(jp) October 20, 2005
Genre	Visual novel
Mode	1 Player

Shuffle! is a Japanese visual novel originally released as an adult game for Windows on January 30, 2004. It was subsequently followed by an all-ages release for the PlayStation 2 and an expanded adult release for Windows. The Windows version was localized in English by MangaGamer in 2009, and the PS2 version was localized in English by YumeHaven in 2016 on Steam.

The gameplay in Shuffle! follows a branching plot line which offers pre-determined scenarios and courses of interaction and focuses on the appeal of the female main characters.

The story takes place in a universe where humans live in harmony with gods, resembling humans with slightly pointed ears, and devils, who have more prominently pointed ears. Despite their respective positive and negative connotations, both races are equally kind and good-natured. Ten years prior to the story, the gateway between the worlds of the gods and devils were opened, and since then, people from all races have been immigrating between the worlds. The characters attend the multi-racial high school, National Verbena Academy in Kōyō-chō. This is so humans, gods and devils can interact and learn to live together in harmony with mutual understanding rather than hatred, fear and ignorance.

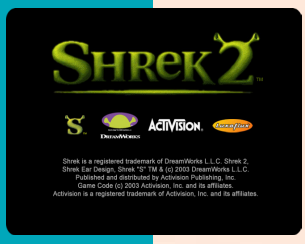
The storyline of Shuffle! follows the life of Rin Tsuchimi, a normal seventeen-year-old second-year high school student who finds himself sought after by a variety of girls. Eight years prior to the onset of the story, he lost his parents in a car accident that also took the life of his friend, Kaede Fuyou's, mother. From that point onwards, he began living with her. At around the same time he lost his parents, he met Lisianthus and Nerine who each were accompanying their fathers on a diplomatic business in the human world. Each girl became lost after wandering through the human world. During that time, Rin befriended each girl after playing with them for a day. As a result of his kindness, Rin finds himself as the potential marriage candidate for both Lisianthus and Nerine.

DX Pack

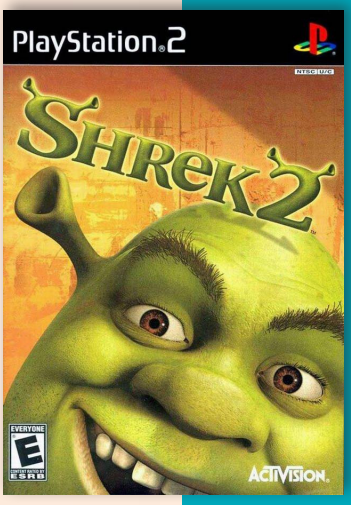
Kadokawa the Best

Shrek 2

7.1



Developer	Luxoflux, Inc.
Publisher	Activision, (jp) D3Publisher
Release date	(us) April 28, 2004
Genre	Action-platformer
Mode	1-2 Players



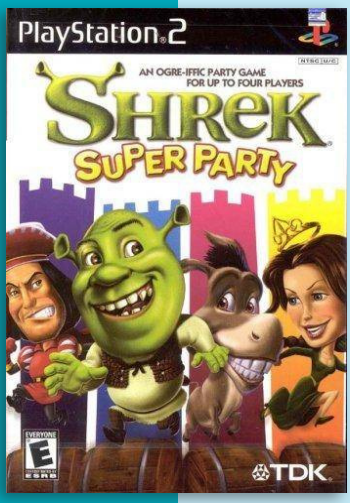
J N P

Shrek 2 (also known as Shrek 2: The Game and ported for the PC as Shrek 2: Team Action) is an action-adventure game released for the PlayStation 2, Windows, Xbox and GameCube.

The player is able to play as Shrek or nine of his friends throughout the game, and travel through 11 levels, while being able to switch between the 4 characters available in each level. In each level, the player controls a team of four characters, and can switch between them at any point. Each character has a unique ability that aids them in fighting enemies or moving through the environment.

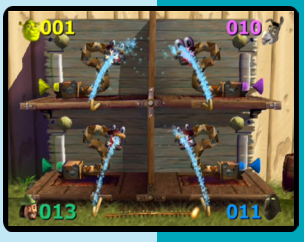
The game is broken into different chapters, each with their own set of goals. One chapter might require the player to make sure three blind mice safely make their way to the witch's house.

Shrek: Super Party



Developer	Mass Media
Publisher	TDK Mediactive
Release date	(us) November 16, 2002
Genre	Party
Mode	1-2 (4) Players

3.0



N P

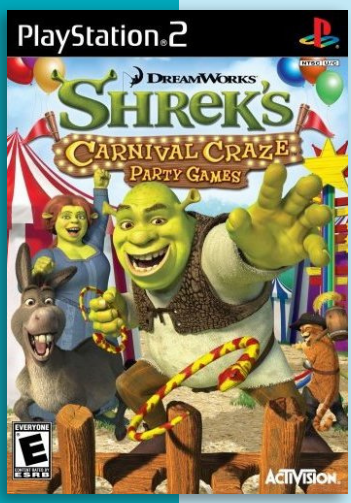
Shrek Super Party is a party game similar to Pac-Man Fever (which has the same developer) and the Mario Party series of games.

The purpose of the game is to be the first player to collect a certain number of "Precious Drops". Players will move along the game board and collect as much bug juice as they can. Each square holds either the chance to steal some from another player, or lose some, while game squares have them playing off for juice in a range of mini-games.

Success is dependent on a player's knowledge of their opponents' and their own strengths and weaknesses at each of the 30 mini-games. The impact of mini-game outcomes can be offset or amplified by the skill with which players trade their bugs.

Shrek's Carnival Craze

5.0



Developer	Ivolgamus
Publisher	Activision
Release date	(us) October 28, 2008
Genre	Party
Mode	1-2 (4) Players

Shrek's Carnival Craze is a party game released for the Wii, PS2 and DS on May 2007 (the same release date as Shrek the Third).

The game feature 28 different party-games. Players can choose to play as Shrek, Fiona, Donkey, Puss in Boots, the ogre babies, Gingy, among others. The game includes Pinocchio's Ring Toss, Three-wheeled Thrills, Rapunzel's Hair Climb, Sack Race, The Melon Bowl, along with several other mini-games.

Game Modes include: a Story Mode, where players compete to win the Carnival Crown. Tournament Mode, that feature a 5 game multi-player tournament. And Quick Play, where players can play any game they've unlocked.

Different locations include Gingyland, 3 Blind Mice Midway, Fiona's Funhouse, and Pinocchio Park.

N P

Shuumatsu Shoujo Gensou Alicematic Apocalypse

8.6

J

Developer	Russel
Publisher	Russel
Release date	(jp) May 29, 2008
Genre	Visual novel
Mode	1 Player

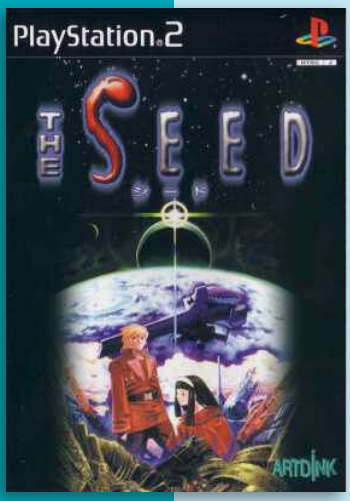
The game is set in 2022, when the world has been afflicted by a mysterious phenomenon. An adjoining multi-dimension has occurred and makes dimensions called "Petulation". Humans can't approach these areas and their number keeps increasing.

One day, Kuroudo receives summon from the government to help the scientific investigation at Shin Shinonome Academy located on the newly reclaimed land in Tokyo bay. He has no idea what is going on. But the world is getting closer to it's destruction little by little. All he has is his sword. There he meets others, whom just like him are destined to fight for the future of mankind.

"psxdatacenter.com"

The Seed: WarZone

5.6



J P

Developer	Artdink
Publisher	Artdink, (eu) Midas Interactive Entertainment
Release date	(jp) December 6, 2001
Genre	Simulation
Mode	1 Player

Released in 2001 in Japan, The Seed: War Zone was an early Playstation 2 strategy role playing game. It was developed and published by Artdink in Japan, and later published in 2003 in Europe by Midas Interactive Entertainment.

Taking place in 'Star Year 528', and featuring a sci-fi setting, it follows the exploits of the Anti-Seed Defence Force (ASDF) who battle 'The Seed Army' a new type of life form not previously encountered.

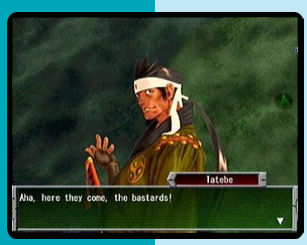
Gameplay in The Seed is split between a strategic overview, a detailed ship design system and 3D cinematic battle scenes.

In the strategic view, the player is able to order ships to move and attack enemy units, lay mines, launch scouts or improve the ASDF's ground base. The player can customise the formation and makeup of their platoons which affects the outcome of battles. Each platoon consists of a leader, such as Rei or MOS, and one to two other ships. If a platoon is defeated the leader must retreat and is no longer available for the rest of the mission, if all leaders retreat the mission ends. The game also allows for building, repairing and customising battleships from your ground base.

The 3D battles featured in the game are not, in of themselves, interactive. The outcome is dependent upon the formation, and configuration of the battleships. The player can however, rotate and zoom the camera and toggle between following different ships, as well as viewing various statistics as the battle takes place.

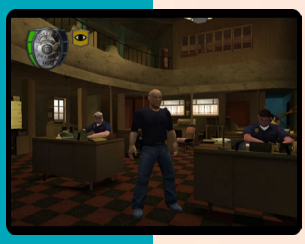
Between missions, In addition to the game's ship customisation options, it is possible to upgrade and research new ship components. The player is forced to make decisions between different upgrades by a simple currency system.

"giantbomb.com"



The Shield: The Game

3.6

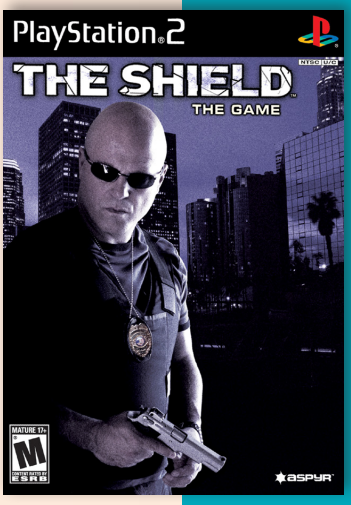


Developer	Point of View
Publisher	Aspyr
Release date	(us) January 9, 2007
Genre	Third-person shooter
Mode	1 Player

The Shield is based on the television show of the same name. The game is a third-person shooter where players take on the role of Vic Mackey (portrayed by Michael Chiklis) fighting crime on the streets of Los Angeles.

The game begins with the final episode of the third season. Officials want the team reassigned, members of the team are unhappy with the way things are going and Captain Aceveda tells them it's going to take a major bust to salvage any hope of keeping the team alive. The big bust in question turns out to be an arms race between the Byz-Lat and One-Niner gangs. Mackey is tasked with breaking up the battle, finding the guns, and arresting as many of the thugs in charge as possible.

The game was met with a negative reception upon release.



Simoun: Shoubi Sensou - Fuuin no Remersion

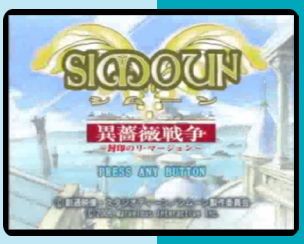
7.4

Developer	Pinegrow
Publisher	Marvelous
Release date	(jp) June 21, 2007
Genre	Visual novel, Tactical role-playing
Mode	1 Player

Simoun Shoubi Sensou Fuuin no Remersion tells the story of a group of girls who pilot huge airships to defend their nation against would-be usurpers. In the world of the Simoun, all children are born female but decide their final sex at age 17. Since the girls are almost of age but their skills are needed to wage war, they are granted an extension upon which to decide their sex.

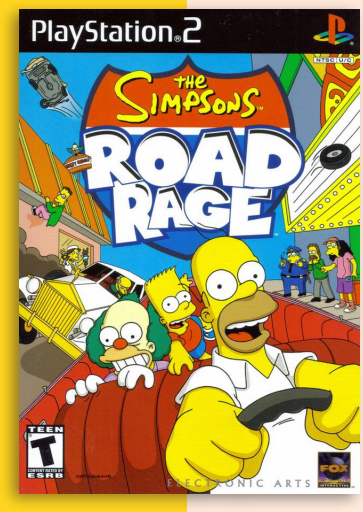
The Playstation 2 game follows the general storyline of the anime where the girls are caught up in a war but also have time for a little interaction and possible romance. The adventure is broken up into 14 chapters where a scenario is presented followed by a turn-based tactical-strategy game where forces are sent into battle. In addition to the aerial Simoun, the game also feature a seaship designed for the PS2 game's storyline.

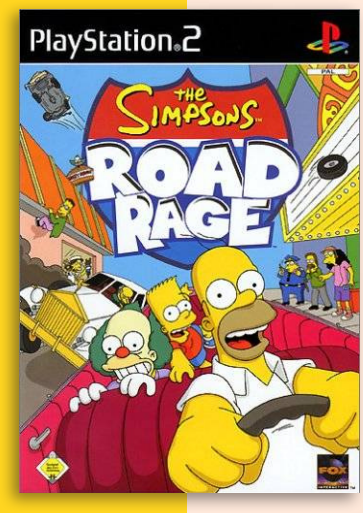
"psxdatacenter.com"



The Simpsons Road Rage

6.4





Developer	Fox Interactive
Publisher	Electronic Arts
Release date	(us) November 24, 2001
Genre	Racing
Mode	1-2 Players

The Simpsons: Road Rage is part of a series of games based on the show. It was released for PS2, Xbox and GameCube. In the story of the game, Mr. Burns has bought all transit systems in Springfield and has begun to create radioactive buses that threaten the public health. Because of this, the citizens of Springfield must use their own cars as a means of safer public transport and earn money in an attempt to pay back Burns to get rid of the radioactive buses and return the town back to normal.

The citizens of the city earn money by driving around in a vehicle for a given amount of time, picking up passengers and taking them to their destinations. The player receives money upon successfully dropping off each passenger, and bonuses are obtained when they are transported in a short amount of time. Players have to avoid certain hurdles, such as other vehicles and Burns' nuclear transit buses. The game contains seventeen different collectible vehicles, six starting locations, and ten different missions. In order to collect the vehicles and unlock starting locations, players must earn progressively more money for each vehicle or starting location they want to get. In order to complete missions, players must do certain things (such as protecting Krusty the Clown from a fan mob by driving him away, and getting Homer to his workplace unnoticed).

There is also a multiplayer mode in which the two players compete to pick up the same passengers and drive them to their destinations.

The game is similar to Sega's 1999 video game Crazy Taxi, in that the main objective is to drive picked up passengers to their destinations as quickly as possible. These similarities led to Sega suing Radical Entertainment and Electronic Arts for patent infringement. According to IGN, *"Road Rage features similar game play, to the point where some reviews commented negatively on the parallels."* The case, Sega of America, Inc. v. Fox Interactive, et al., was settled in private for an undisclosed amount.

The Simpsons Skateboarding

3.8

Developer	The Code Monkeys
Publisher	Electronic Arts
Release date	(us) November 11, 2002
Genre	Sports
Mode	1-2 Players

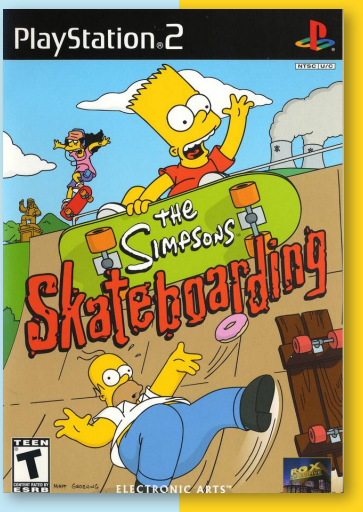
The Simpsons Skateboarding was released for the PlayStation 2. The story and dialogue were written by writers from The Simpsons, with all character voices supplied by the cast.

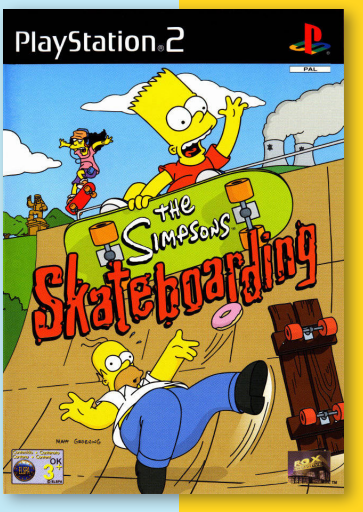
In the game, Springfield has been converted into a skate park for the Annual Skate Tour, full with skate-able objects and landmarks from the television series. Players are able to choose one of the nine characters available to compete for the grand prize. Each character has over forty unique moves. Players can test their skills in either a two-player head-to-head skate off, or in one of the fast and furious modes: Freeskate, Skate Fest, Trick Contest, and a game of skateboard H-O-R-S-E, unlocking additional characters, locations, and skateboards. Players can also choose to learn all the skateboard moves and tricks before they begin the actual game in the Skillz School mode.

The Simpsons Skateboarding was developed by The Code Monkeys and published by EA under license from Fox Interactive. Before EA made an official announcement about The Simpsons Skateboarding, an advertisement for the game was featured on the back page of the instruction manual for The Simpsons: Road Rage.

The Simpsons Skateboarding received "unfavorable" reviews according to Metacritic. It was criticized for its chunky graphics, poorly recorded sound and music, lack of skateboarding tricks, and poor controls whilst the in-game dialogue were mixed.

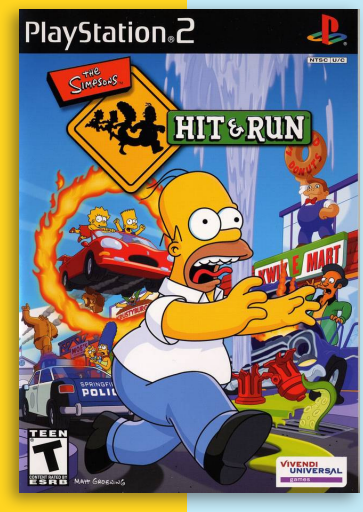
Andrew Reiner of Game Informer said: *"Never before have I seen a developer put forth such an effort to secure the Worst Game of the Year award. I'll even go as far to say that this may very well be the worst PlayStation 2 game on the market."* Kevin Murphy of GameSpy said that *"The Simpsons Skateboarding should be a case study in bad game design."*

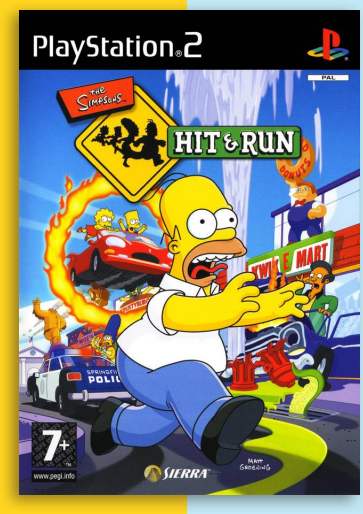




The Simpsons: Hit & Run

7.8





Developer	Radical Entertainment
Publisher	Vivendi Universal Games
Release date	(us) September 16, 2003
Genre	Action-adventure
Mode	1 Player

The Simpsons: Hit & Run follows the Simpson family and their friend Apu, who witness many strange incidents that occur in Springfield; security cameras, mysterious vans, crop circles, and a "new and improved" flavor of the popular soft drink Buzz Cola, which causes insanity. Taking matters into their own hands, they discover numerous shocking secrets, and soon realize these incidents are part of a larger alien conspiracy, caused by Kang and Kodos. Gameplay largely focuses on exploration and missions; players often race enemies and interact with supporting characters on timed quests. The game also features many elements found in role-playing games, such as a branching storyline and side tasks.

Announced in early 2002, the development of The Simpsons: Hit & Run was extensive. The team sought to differentiate the game from The Simpsons: Road Rage, deeming their new entry into the franchise required a different direction. The game was heavily inspired by Grand Theft Auto III, and the development team re-purposed the open-world design and nuanced character development for the game. This encouraged collaboration with the show's writers and cast, who helped craft the story and dialogue.

Upon release, it received generally favorable reviews from video game critics, with praise particularly focused on the interpretation of The Simpsons television series as a video game, its parodical take on Grand Theft Auto III, and graphics, while criticism mostly surrounded some aspects of gameplay, such as bugs and glitches. The game was also a commercial success, with recorded sales of over 3 million worldwide. It received the award for Fave Video Game at the 2004 Nickelodeon Australian Kids' Choice Awards, and is widely considered the best game in the series.

The Simpsons Game

6.8

Developer	Electronic Arts
Publisher	EA Games, (eu) Electronic Arts
Release date	(us) October 30, 2007
Genre	Action-platformer
Mode	1-2 Players

The Simpsons Game is an action platformer based loosely on The Simpsons Movie. It features an original storyline written by The Simpsons writers Tim Long, Matt Selman, and Matt Warburton. The game follows the five Simpson family members—Homer, Marge (with Maggie), Bart, and Lisa—who learn they are part of a video game and are given superpowers to resolve several situations. Eventually, they must save their 8-bit predecessors from Will Wright, and the creator of their video game character selves, Matt Groening.

The game is divided into sixteen episodes, each containing cutscenes reminiscent of the original Simpsons TV series. Every episode is set in a different environment; some of the scenarios are based in Springfield, while others take the player into meta-virtual worlds. Some of the episodes parody a popular game or genre, having names like Medal of Homer or Neverquest. Each stage features two members of the Simpson clan working together to achieve the goal. Players must switch back and forth using each family members' unique powers to complete the level. Most of the game's versions allow two-player cooperative play. The four controllable characters have their own unique abilities, which are used for combat, puzzle-solving, or exploration-related purposes.

At the 2007 Games Convention in Leipzig, Germany, a poster for "Grand Theft Scratchy", one of the levels in The Simpsons Game and a parody of Grand Theft Auto, was asked to be taken down by an employee of Rockstar Games. Several companies, however, embraced the game's parody of their video games, including developers from Harmonix, who were pleased with the game's "Sitar Hero", a parody of Harmonix's Guitar Hero video game.

The game was met with mixed reception from video game critics. They praised its visuals and writing, which included many parodies of other video games, while they criticized its short length and poor camera system, which did not always function properly.

Silent Hill 2

by: PlayStation Official (NZ) 2001 Jan/Feb

Warning: The following images may cause offence, grief and pant wetting.

It's safe to say that Silent Hill was one of the more controversial games to appear on PSone. The premise (man on holiday crashes car and awakens to discover his daughter missing) tapped into a particular kind of primal fear, and the sense of unease wandering around the fogbound streets was palpable. Not a title to be played in the dark, unless you had a strong heart. So what of the sequel? Or, more accurately, the follow-up?

"The story is not a sequel to the first game," explains Yukako Hamaguchi, Konami Japan's chief scientist. "Characters are not shared across both games. The main character is James," she outlines. He gets a letter from his wife who died three years ago. It says that she wants to meet him in Silent Hill, a place that's special to them. You have to wonder what kind of couple would choose Silent Hill for a honeymoon, but never mind.

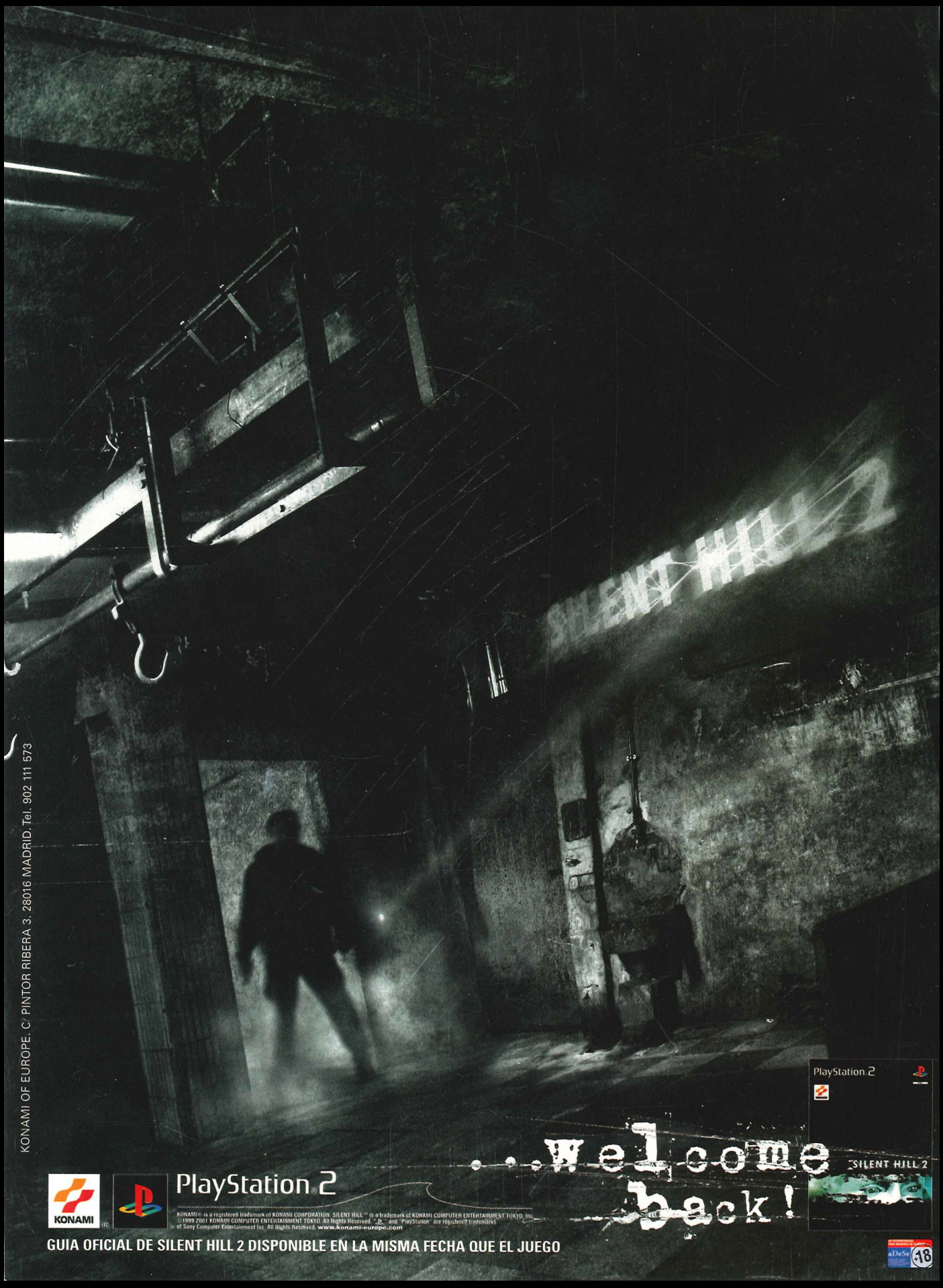
It appears the gameplay will be similar to the first game but, as you can see, it's graphical capabilities of the PS2 that are going to mark out Silent Hill 2 from the crowd. "The cinematic look generates the scary atmosphere of the game," explains Hamaguchi. This time around the realistic fog and darkness will conceal some truly disturbing monsters.

Expansion of a universe. Silent Hill 2 gives you the chance to take the known themes of the first game and playfully evolve them,

Silent Hill wasn't renowned for being generous with its gunplay, and although Silent Hill 2 promises more, the game won't be turning into a blast-fest. "There'll be shooting weapons available, and striking weapons for when James runs out of ammunition. The handgun and steel pipe from the first game will both appear, as well as some new weapons that we can't reveal yet."

This PS2 version of Silent Hill is not a 'sequel' in the strictest sense, as the central characters are new and come from different backgrounds.

The fog-filled streets are a haven for ghostly children, with the obligatory standard monsters crawling from the creepy shadows.



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PlayStation 2

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GUIA OFICIAL DE SILENT HILL 2 DISPONIBLE EN LA MISMA FECHA QUE EL JUEGO

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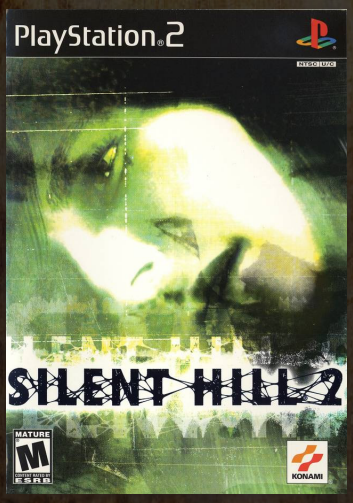

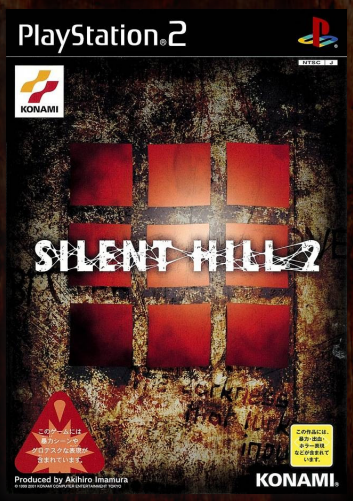

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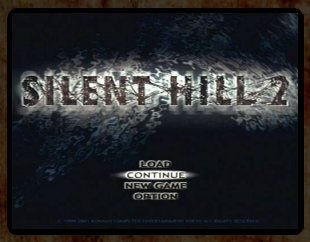
Silent Hill 2



Developer	KCET
Publisher	Konami
Release date	(jp) September 27, 2001
Genre	Survival horror
Mode	1 Player

Silent Hill 2 is a survival horror published by Konami for the PlayStation 2 and developed by Team Silent, part of Konami Computer Entertainment Tokyo. It was released in September 2001 as the second installment in the Silent Hill series. A "remastered" high-definition version, developed by misguided developers, was released for the PlayStation 3 and the Xbox 360 in 2012 as part of the Silent Hill HD Collection.

While not a direct sequel to the events and characters of the first Silent Hill game, Silent Hill 2 takes place in the series' namesake town, located in the northeastern United States. Silent Hill 2 is set in another area of the town, and explores some of Silent Hill's backstory. The town draws upon the psyche of its visitors and ultimately forms alternative versions of the town, which differ depending on the character. The concept behind the town was *"a small, rural town in America"*; to make the setting more realistic, some buildings and rooms lack furnishings.

The game centers on James Sunderland, who enters the town after receiving a letter apparently written by his deceased wife, saying she is waiting for him in Silent Hill. Joined by Maria, who strongly resembles her, he searches for her and discovers the truth about her death.

The object of Silent Hill 2 is to guide player character, James Sunderland, through the monster-filled town of Silent Hill as he searches for his deceased wife. The game features a third-person view, with various camera angles. Silent Hill 2 does not use a heads-up display; to check James' health, location, and items, the player must enter the pause-game menu to review his status. Throughout the game, James collects maps, which can only be read if there is sufficient light or when his flashlight is on. He also updates relevant maps to reflect locked doors, clues, and obstructions, and writes down the content of all documents for future reference.

Much of the gameplay consists of navigating the town and finding keys or other items to bypass doors or other obstructions, with less focus on killing enemies. Occasionally puzzles will be presented, often with riddles left for the player to interpret. The difficulty levels of the enemies and the puzzles are determined independently by the player before starting the game. James keeps a radio with him, which alerts him to the presence of creatures by emitting static, allowing him to detect them even through the thick fog. He also tilts his head in the direction of a nearby item or monster. For combat, he finds three melee weapons and three firearms over the course of the game, with another two melee weapons unlocked during replays. "Health" restoratives and ammunition can be found throughout the game.

Development of Silent Hill 2 began in June 1999, directly after the completion of its predecessor. The story was conceived by CGI director Takayoshi Sato, who based it on Russian author Fyodor Dos-

toyevsky's novel Crime and Punishment (1866), with individual members of the team collaborating on the actual scenario. The main writing was done by Hiroyuki Owaku and Sato, who provided the dialog for the female characters. Silent Hill 2's budget has been estimated at $7–10 million by Sato, an increase from the previous installment's estimated cost of $3–5 million. The decision to produce a sequel to Silent Hill was partly a financial one, as it had been commercially successful, and partly a creative one, as the team had faced difficulties while working on the original game. The team was given a small window to settle on a platform. As it was unable to gather information on the then-unannounced GameCube and Xbox consoles, they began production of the game for the PlayStation 2. Producer Akihiro Imamura stated that the decision was also influenced by *"a wish from the business section that we move rapidly on the PS2. You know, it is currently the market focus"*. Imamura read all comments about the original game and kept them in mind while working on Silent Hill 2. He estimated that a total of fifty people worked on the game: while the creative team from the first game remained, they had to bring in thirty people from Konami Computer Entertainment Tokyo. Developed at the same time, the PlayStation 2 version of Silent Hill 2 and its Xbox port debuted at the March 2001 Tokyo Game Show to positive reactions.

Silent Hill 2 shared the same atmosphere of psychological horror as the first Silent Hill game. As the developers already had a rough sense of the game's environment, they focused on its plot first, in contrast to the process used with the first game. The PlayStation 2 hardware allowed the developers to create improved fog and shadow special effects. For example, as a monster approaches the player character, its shadow cast on the wall by the flashlight grows. When dealing with the game's camera angles, the team struggled with a balance between those that stayed true to the creative vision and those that did not hamper gameplay. Psychological elements, such as the gradual disappearance of Mary's letter and symbolic holes, were incorporated into the game. The team wanted Silent Hill 2's protagonist to *"reflect [the] evil,"* against which the protagonist of the first game battles.

For the game's artistic style, the team drew on a variety of influences: the work of film directors David Cronenberg, David Fincher, David Lynch and Alfred Hitchcock, along with films similar to the 1990 psychological thriller/horror film Jacob's Ladder, and painters such as Francis Bacon, Rembrandt and Andrew Wyeth. Early in the project, they studied the 1996 video game Tomb Raider's creation of 3D environments. Other influences on the game included the 1992 survival horror video game Alone in the Dark, the first Silent Hill game, and the Japanese comic Whirr by Morohashi. While working on the character designs, Sato and his team sketched human faces and various expressions. To gain a better sense of the characters' facial structures, they drew the characters' profiles from various angles, before creating wire-frame models, each consisting of six thousand polygons; they then completed the model with textures. Data for the character animation was taken through motion capture, and using Softimage, they animated the characters. Masahiro Ito designed the monsters in Silent Hill 2; *"soured flesh"* was the concept behind their appearance. The monsters were also to incorporate *"an element of humanity"*. For the most part, the monsters reflect the protagonist's subconscious. For example, the monster

Pyramid Head was based on the executioners of the town's fictional history and is intended to be a punisher for James. Two exceptions to this theme are the "Abstract Daddy", a reflection of Angela's subconscious and memories, and the "Creepers", which are also seen in the first game.

Silent Hill 2 also incorporates some references to real-life events. In the original scenario, the developers designed Maria and James with dual personalities: Maria's other personality was "Mary", a reference to Mary Jane Kelly, Jack the Ripper's last victim, while James' was "Joseph", a reference to one of the Jack the Ripper suspects. Eddie Dombrowski's name was taken from actor Eddie Murphy during the beginning phases of production when Eddie was originally designed with a pleasantly optimistic personality. The name of Angela Orosco was derived from Angela Bennett, the name of the protagonist in the 1995 film The Net, and Laura's from the 1970 novel No Language But a Cry by Richard D'Ambrosio. The developers satirized guns in American society by allowing James to find a handgun in a shopping cart. There are also indications that the layout of Silent Hill was based to a certain extent on the town of San Bruno, California.

Akira Yamaoka composed the music for Silent Hill 2. At his home, Yamaoka took three days to write the music for "Theme of Laura", Silent Hill 2's main theme, by combining *"a sad melody"* and *"a strong beat"*, although he does not consider the melody to be the *"most important"* element of a musical piece. He wanted the music to evoke emotions in the player. Silent Hill 2 makes extensive use of sound effects ranging from screams to footsteps on broken glass. In charge of the game's fifty sound effects, Yamaoka wanted to surprise the player with different sounds and create an unsettling environment. He also incorporated occasional silence, commenting that *"selecting moments of silence is another way of producing sound"*.

Silent Hill 2 was first released for the PlayStation 2 in North America on September 24, 2001, in Japan on September 27, 2001, and in Europe on November 23, 2001. The original European edition also included a second disc: a "Making-of" DVD video featuring trailers, an artwork gallery and a documentary on the game's development.

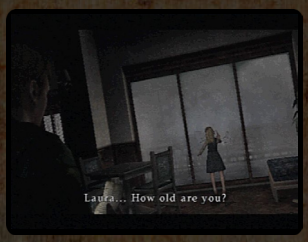
Early Pyramid Head inspiration.

Silent Hill 2 received critical acclaim, selling over one million copies in the month of its release in North America, Japan and Europe, with the most units sold in North America.

Silent Hill 2 received praise from video game journalists at the time of its release and in retrospect. Andy Greenwald of Spin magazine praised it as a frightening but *"restrained"* game. Jon Thompson of AllGame stated: *"Silent Hill 2 feels a bit rushed, and although it might not live up to the dizzying horror of the first game, it packs enough of its own punch to make it a worthy sequel."* IGN's Doug Perry wrote: *"It's frightening, deep, clever, and tries to improve the genre, if just a little, and in the end, that's all I really want in a survival horror game."* Joe Fielder of GameSpot concluded, *"Silent Hill 2 is a much prettier, somewhat smarter but less a compelling game than the original."* In Replay: The History of Video Games (2010), Tristian Donovan described Silent Hill 2 as the *"high point"* of the series. In a retrospective article on the survival horror genre, IGN writer Jim Sterling praised the game's plot as *"one of the finest examples of narrative construction in gaming to this day"*. In another retrospective article on survival horror, fellow IGN writer Travis Fahs

credited the game as a factor in the *"short-lived period of renewed interest in horror games*

The graphics and atmosphere of Silent Hill 2 were praised by reviewers, who highlighted the smooth transitions from CG to in-game cutscenes and the sense of claustrophobia caused by the fog. On the other hand, Thompson felt that the grainy image effects and dense fog hid the details of the environment, while Fielder wrote that the exterior environments *"rarely push the PlayStation 2's graphical capabilities"*. Character animation was considered realistic by reviewers, though James' animation in the CG sometimes appeared *"marionette"*-like, according to Perry. The voice acting garnered mixed responses from reviewers divided over whether it was well done with an improved script, or hampered by the script. Reviewers enjoyed the monster designs, although some found the monsters less frightening due to the abundance of ammunition, and being easily avoided. Reviewers found the camera, though improved, still difficult when battling monsters which hung from the ceiling. The soundtrack and sound effects were considered by reviewers to be effective in creating suspense, though Thompson considered them sometimes *"a bit forced and contrived"*. The puzzles were generally seen as not overly challenging by reviewers, though Thompson found them generally easy and GameSpy's David Hodgeson wrote that they were sometimes illogical. Less well-received was the combat, criticized for its lack of challenge and easily defeated monsters and bosses.



Reactions to the Xbox port were also positive. Reviewers have written that the PlayStation 2 and Xbox versions were mostly similar, except for the Born from a Wish side-scenario found in the Xbox version. The PC port, in contrast, received mixed reaction.

Today, Silent Hill 2 is considered by many to be the greatest horror game of all time because of its story and use of metaphors, psychological horror, and taboo topics. It ranked first on X-Play's list of the scariest games of all time in 2006. In 2009, IGN listed it as one of the five best horror video games created after 2000, and one of the twelve greatest PlayStation 2 games of all time. As well, in 2010, IGN ranked it as 54th in its top 100 PS2 games. In a retrospective by GamePro, it was the 26th best game for the PS2. In 2008, GamesRadar placed it on its list of the 15 best *"videogame stories"* ever, describing it as *"a punishing tale not easily matched"*. In 2009, Wired News listed it as the 11th most influential game of the decade for its emphasis on psychological horror and exploration of taboo topics such as incest and domestic abuse, rather than gore. More recently, Silent Hill 2 was listed as the number two top horror game of all time in the October 2014 issue of Game Informer, and number eight on GameTrailers's Top Ten Twos list of the best second franchise games in 2015.

SILENT HILL 2: DIRECTOR'S CUT

by: Gary Cutlack@PSW (AU) 2003 March #09

YES THERE'S SILENT HILL 3, BUT BEFORE THAT COMES SILENT HILL 2-AND-A-HALF - AN ENHANCED VERSION OF THE SECOND VISIT TO SILENT HILL WITH ADDED STUFF...

BRIEF HISTORY LESSON: FIRST ON PS2 THERE WAS SILENT HILL 2, WHICH CAME OUT AGES AGO. YOU'VE GOT THAT, IT'S SAFE, NO ONE'S GOING TO TAKE IT AWAY FROM YOU. THEN CAME SILENT HILL 2 FOR XBOX, A KIND OF MARGINALLY UPGRADED VERSION OF SH2 WHICH FEATURED A NEW SECTION OF STORYLINE TO ENJOY AND MAKE XBOX OWNERS FEEL LIKE THEY WERE SPECIAL. NOW COMES SILENT HILL 2: DIRECTORS CUT, WHICH IS BASICALLY A PS2 VERSION OF THAT XBOX UPGRADE. SO NOW YOU KNOW. US PS2 OWNERS ARE SPECIAL TOO.

So what's new in this return trip to *Silent Hill 2*? Pretty much the only Big Change is the addition of an all-new chunk of game entitled 'Born from a Wish'. This special scenario puts you in the place of *Silent Hill 2*'s ghostly figure Maria, the mysterious and enigmatic character who toyed with your emotions throughout *Silent Hill 2*. Incidentally, to avoid spoiling the main game, the Born from a Wish mini story suggests you should only play it after first completing the main game, to avoid spoiling it for yourself. How considerate.

Maria starts this new mission sitting alone holding a gun, wondering where everyone's gone. It chronicles her challenge to figure out what happened to the people and her close relative Ernest. She's scared to die, unsure of whether to run or stay. What does she do now? Fight or live, or get eaten by monsters? Is anyone left out there in the fog, or is she all alone? That's your cue to start playing.

DARKNESS FALLS ACROSS THE LAND

Immediately we're squinting at the screen and trying to see through the dark, grainy interiors and make out shapes through the thick fog outside - this is *Silent Hill* all right! Maria's starting location is a small room next to Heaven's Night Club, in which she finds her second weapon - a meat cleaver. Withing seconds of stepping outside, a mutant looms into sight through the mist, allowing you a bit of cleaver practice.

Then it's into the streets of Silent Hill itself, as you just sort of wonder around looking for clues, people, and those shiny, legs-for-arms mutants to cleave apart. Maria has inherited all of the mannerisms of James, helpfully tilting her head to look at any items that may come in handy, nodding towards doorways and the little health drinks which keep her alive.

So it's off down Carroll Street, left onto Rendall Street and along Munson Street to your destination - a door. Behind which lies the usual *Silent Hill* mix of mutant attacks, wonky camera angles and logic puzzles that require either a sharp mind, clever friend or pen and paper to solve. In the new section you're able to set the difficulty level of action, although in the proper *SH2* itself players are given the option of selecting between Hard, Normal and Easy puzzles as well.

Konami reckons there's between four and six hours of gameplay in the new additional story, although we spent the first four hours just running round in the fog wondering what the hell we were supposed to do and trying to find doors to go through. We're not sure if Konami is counting that in its four to six hour calculation, especially as the door you need to find to get further into the level is positioned right at the other end of town, requiring a massive jog through the streets to get there.

But, of course, you're also getting the entire original game, the one starring the man, to increase value levels in this special pack.

The full-fat *Silent Hill 2* was praised for its clever use of multiple endings, with five different outcomes depending on how well you play though the game. In the Director's Cut version there's a new ending for the Born from a Wish section, plus they've added another totally new chain of events that unfold when you've managed to complete both the standard game with James and the new story with Maria.

This *Silent Hill 2* semi-sequel is out very soon.

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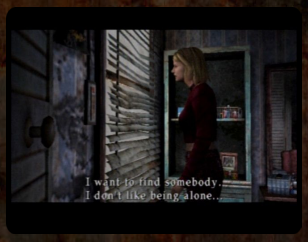
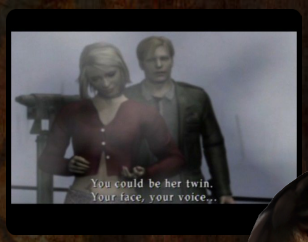
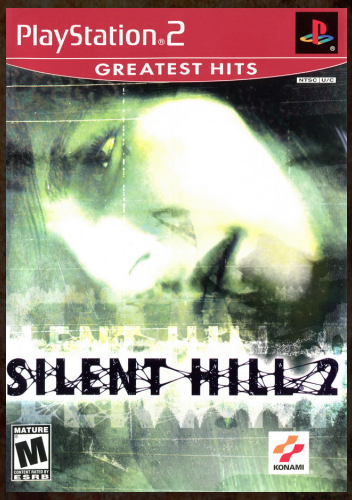




An extended version of the game was published for Xbox in North America on December 20, 2001, Japan on February 22, 2002, and Europe on October 14, 2002. Each region had a different subtitles for the game: Saigo no Uta (最期の詩, lit. "Poem of the Last Moment") in Japan, Restless Dreams in North America, and Inner Fears in Europe. This edition contained the short bonus scenario, Born from a Wish and other minor enhancements. This revised version was ported back to the PlayStation 2 and subtitled Director's Cut in Europe, but was not subtitled in North America, and was simply released under the "Greatest Hits" banner. Creature Labs ported this edition to Windows, which Konami released in December 2002. Added features in the PC version include the ability to quicksave and watch trailers for Silent Hill 3.

In Born from a Wish the player takes control of Maria shortly before she and James meet at Silent Hill. After waking up in the town with a gun and contemplating suicide, she resolves to find someone. She eventually encounters a local mansion, where she hears the voice of its owner, Ernest Baldwin.



J N P

GOING ANYWHERE HORRIBLE THIS YEAR?

by: Gary Cutlack@PSW (AU) 2003 March #09

DESPITE THE DAMAGE-LIMITATION INITIATIVE LAUNCHED BY THE SILENT HILL TOURIST BOARD, THE DINGY, FOGGY TOWN STILL REMAINS THE LEAST POPULAR HOLIDAY DESTINATION IN THE WORLD. SILENT HILL 3 ISN'T GOING TO HELP THE TOWN'S IMAGE MUCH.

OK, LIGHTS OFF, VOLUME UP, AND MAKE SURE YOU'RE SNUGGLED UP TO SOMEONE YOU TRUST. IT'S TIME TO VENTURE BACK TO THAT DARK AND EERIE LAKESIDE TOWN. IT'D HAVE TO NIGHT TOO - WHY IS IT ALWAYS NIGHT? THAT SCARED-LOOKING GIRL'S NAME IS HEATHER, SHE'S THE NEW PALE-SKINNED, BLONDE HAIRED HERO OF THE NEXT SILENT HILL. THE FIRST FEMALE LEAD OF A SILENT HILL GAME, HEATHER IS HERE BECAUSE HER LOCAL SUPERMARKET JUST, ER... SORT OF TRANSFORMED INTO A LABYRINTH OF TUNNELS FILLED WITH MUTATED MONSTERS WHILE SHE WAS POPPING IN FOR A CHICKEN SALAD AND SOME CRISPS FOR LUNCH.

Therein lies the game. You're Heather, so look after her body and don't get it torn to pieces. As in *Silent Hill 2* Heather is able to stand and fight the things or sneak by them and hide, as she - not unreasonably, it has to be said - tries to discover why her Woolworths has just morphed into even more of a zombie-packed living hell than most supermarkets are on a Saturday afternoon. That's the price you pay for shopping in Silent Hill. She should've used the internet delivery service.

LET ME BE YOUR FANTASY

"They've come to witness the Beginning. The rebirth of Paradise, unspoiled by mankind," is an early half-clue Heather picks up from one of the remaining humans she bumps into shortly after the supermarket transformation, with the third *Silent Hill* experience offering a similar mixture of the alive, the undead, the mutated semi-dead and the 'don't knows' as before. Who can she trust? Will she wake up and realise it was all a dream? Is that man trying to help her, trying to shag her or trying to lure her back to his house to kill her? Who'd be a single woman in this day and age, eh?

"Darkness, noise, blood and rust, solitude..." is how the *Silent Hill 3* creators summarise their creation in a baffling plot synopsis. *PSW* was granted an interview with *Silent Hill 3*'s Director Mr Kazuhide Nakazawa and the Scenario Writer Mr Hiroyuki Owaka. So, tell us about *Silent Hill 3*, developer types.

PSW: What were your reasons for choosing a female lead for Silent Hill 3?

HO: We didn't set out to deliberately create a popular female character with this, but we would be very happy if Heather becomes popular with players, though. It sounds like a joke, but seriously here, the answer is that we just got

bored! But of course it is not the only reason. As you know, we had 30-year-old guys as main characters in the first and second title; however, we thought that using the same type of characters seems boring not only to players but also to the production side, people like us. So... we decided to change the character.

Our first candidate for the main character was an old man, but the fighting scenes are very plentiful in this game, much more so than before, therefore we decided to we needed to develop a younger character. On the other hand, for the storyline aspect, I wanted to have a more aggressive, active character, who curses and jokes around as well. Finally, we came up with the female character named Heather.

PSW: From what we've seen so far you have introduced a new male character who drives around and helps Heather through the game. Will there be more interaction with friendly characters this time around?

HO: What really makes us define friendly or 'friend'? Everyone has his or her own ulterior motive. It doesn't necessarily mean that all of mankind simply gets divided into friend or enemy. Perhaps he pretends to be a friend, but his real intention may be exactly the opposite. You can never know... Sadly

we cannot reveal too much about the other characters at this moment...

PSW: Silent Hill 2 is easily the scariest game on PS2. Do you ever worry that some gamers will find the terror too much and refrain from playing on their own, or buying the next game?

KN: At the very beginning we thought about that. We heard a few stories about some players giving up on the game without knowing the story and how the events unfold because it was too frightening for them. However, the point that differentiates between *Silent Hill* and the numerous other horror titles out there was that we do not want to stop or tone down this extreme overkill.

Therefore, in *Silent Hill* 3, we're trying to express the most peculiar, bizarre and hideous horror that has ever being expressed in a game, which will hopefully lead to the player's curiosity overcoming their fear - the user simply has to have a peep at it, never beign able to stop play out of a desire to see what monstrosities may lurk around the next corner.

The other aspect we have been keen to work upon is the game content itself, whether it will be 'tempting' enough or not. We certainly don't want to let the players down, especially those who have played the *Silent Hill* series since the first title.

PSW: You've previously mentioned Stephen King as an inspiration. Do you feel that Silent Hill 3 picks up ideas from any of his books or films?

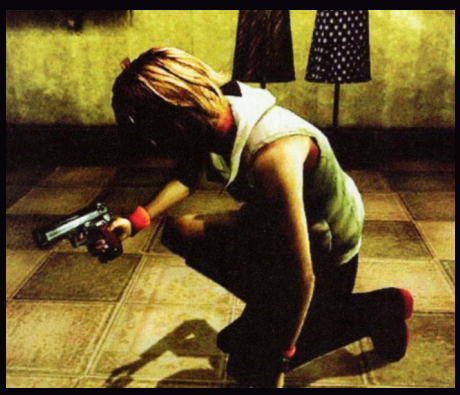
SH3 Team: There is no direct influence taken from the Stephen King books or films in *Silent Hill 3*. However, it is a well known fact that *Silent Hill 1* was derived from the Stephen King's *Fog* and that *Silent Hill 2* events took a lot of influence from *Pet Cemetery*. In the case of *Silent Hill 3* we can say that it takes indirect influence from Stephen King, inheriting much of that atmosphere and image, but without drawing from any one book or film in particular.

ROUGHER AND TOUGHER

Silent Hill 3 will be a lot harder to get through. There is less ammunition to play with for a start, forcing you to conserve your bullets a lot more than before, especially when using the new weaponry. Heather finds a bog-standard handgun of first all, then soon upgrades to the full operational power of the machine gun. Bigger monsters require bigger weapons, you see. So can we expect a more action based feel this time? By coincidence, *Resident Evil 3* introduced heavier weapons and had a more shoot 'em up feel to it's third outing too. Do developers naturally get bored of doing plots and need to "go action" for their difficult third games? "We are certainly putting more emphasis on the action," says Nakazawa. "However, it means that the player now has more choices depending on the various circumstances and their course of actions. That eventually forces the user to constantly think about what needs to be done in order to generate the best results from what they do. So, 'more emphasis on the action' doesn't mean that we just simply want to make it look more exciting - we have to add a thoughtful element to the action as well."

So what about the new machine gun? You don't just put machine guns in games for show, you put them in so people can go ballistic and randomly spray everywhere in a room with death. Surely this is going to lessen the tense, worrying, hiding-from-the-enemy feeling of the previous two *Silent Hill* games? Says Owaku; "Once you play this game, you soon realise the rules and set events that require use of the machine gun. The circumstances in which you can use it are certainly very limited - it's a matter of whether the player uses it well or not. If you use it at the right time and in the right way it's a very powerful and handy weapon, but use it badly and it'll just appear showy and pretty useless," says Owaku.

So there are bigger weapons, but, as ever with these manly devices, it's not the size but what you do with them that counts. The team is clearly hoping that the wider variety of attacking options leads to a more varied style of play, with those of you who find the machine gun then spend the next ten minutes trying to write your name on the wall in bullet holes left stuffed, ammo-less and pretty much dead already. "*Silent Hill 3* has various weapons, levels, and monsters which require the user to select the right decision and movement," says the director. "That's what we really mean when we say 'more emphasis on the action' here."



PSW: It seems that Heather is stranded in a very bad place and her main goal in this new game is to escape, rather than search for a missing relative. Does the escapism lead to an immediate introduction to enemies? It was a while before you actually came face to face with an enemy in Silent Hill 2...

HO: Everyday life suddenly changes to abnormal... you're dragged straight into this crazy world. It was just a shopping mall, but all of a sudden everyone is gone, and instead there's nothing but the creatures eating the dead bodies - that's where the story starts. Heather escapes from this world and the creatures come after her. *Silent Hill 2* started off with the silent, empty areas with the craziness gradually coming across, but this time it is a sudden nightmare invading the normal life all at once.

PSW: Have you changed the combat system? Fighting was rather slow and difficult before, although that suited the nightmarish atmosphere. Will the new weapons affect that? Wouldn't ultra-effective combat evaporate the fear?

HO: We haven't touched the basic combat system, but we adjusted the internal part of it, which should make it easier for the player to manipulate the character as they wish. There is certainly less gameplay stress, but the player may fell more impatience and fear through fighting with monsters instead.

Once again, we never say that the combat gets too showy due to the introduction of new weapons. Fundamentally, the 'silent fear' is what *Silent Hill* is all about. There's no 'hyper-combat' at all. New weapons only bring new choices.

PSW: Is the old man in the car Heather's father? And who is Clauda? Can you tell us a little more about SH3's new characters?

HO: Unfortunately, we can't disclose anything about the old man. But we can tell you that he's not Heather's father. If you wish, you can check the Tokyo Game Show trailer that features the scene in which the old man comes to Heather who is actually talking with her father on the phone at the time...

PSW: This is the third time we've visited Silent Hill - can you tell us if there are any places, characters or occurrences we'll encounter that we've seen in the first two games?

HO: You will certainly encounter something that appeared in the past games. *Silent Hill 3* is one of the stories of the *Silent Hill* series; the past titles have some kind of connection with *Silent Hill 3*. We cannot disclose the time line here or tell you whether it is proceeding at a parallel time to the events in the two previous games or not, but we can tell you that it is happening in the same world. We bet you can tell where it is, by looking at the board saying "Lakeside Amusement Park" at the beginning of the Tokyo Game Show trailer.

GROUND FLOOR: MED PACKS, SAVE POINTS, AMMUNITION WHOLESALE

Lakeside Amusement Park? Well there's a Lakeside centre in The Entrance, is it set there? We didn't actually say that question out loud, for fear of confusing them further. So where do you spend the bulk of your time in *Silent Hill 3*? How much new town have they built for us to sneak around this time? "The Amusement Park is only one of the areas that the story takes place in," says Owaku. "We cannot say how much of it is set there, but we have put enough in there to more than keep player busy! Anyway, there are plenty of puzzles well-fitted to the new characteristics of the park since we have so many new and exciting settings to play with."

The puzzles are set to play an equally important role in getting yourself around Silent Hill in one piece. And this time you're going to need your observation skills more than ever before. Says Owaku: "You may have seen the clothed figures that fell on the ground... it doesn't sound scary when you just hear or read about it, but perhaps when you understand its significance..." and he tails off, giving us no clue as to its significance whatsoever.

This kind of slight, background thing is always key to the atmosphere of the games - things you don't notice, things you do notice but deem unimportant, things that confuse you and throw you off the track - how much thought do the creators put into these seemingly incidental images? Or to put it in another way...

PSW: Do you consider psychological or metaphorical effects when designing levels? We found the long descent beneath Toruca Lake - and the final arrival at the mysterious door - to be particularly

unsettling, for instance, more so than some fights with monsters. It was the feeling that perhaps we were 'descending into hell' and that, consequently, James' world could come viciously undone at any point. Was this deliberate? Is this metaphorical side something you're considering in Silent Hill 3?

HO: Of course, we think of the psychological or metaphorical effects when it comes to designing the levels. We pay particular attention to the locations which may have some special meaning to them, and we concentrate very hard on how particular locations are used. When designing the levels, we work on not only the direct, obvious horror that's represented by the grotesque monsters and events, but also the psychological horror and metaphor in the storyline along with sometimes dropping an advance hint. Some of them are obvious, whereas others are not quite so.

From that aspect, we expect the users to play this title repeatedly, so that he or she may find something which they didn't discover or notice the first time they played it through the completion.

PSW: Why have the authorities never investigated Silent Hill? Enough people have disappeared and died there over the years! Surely they must have some idea that something bad is going down in the place?

HO: What Harry has seen in *Silent Hill 1* or what James has seen in *Silent Hill 2* many not be entirely as it seems. That stuff could be happening in the real world, or... it could only be happening in their heads. Who knows... while or after Harry and James encountered the extraordinary situations of the first two games, people may get back to the normal life as if nothing happens. Who knows the real events behind the games' appearance?

PSW: Surely there should be some police presence in the town, though? Perhaps only a few investigating officers trying to look around to see what's going on?

HO: The town of Silent Hill has abnormal incidents such as missing people, but it's an ordinary place just like any other town. Since there haven't been any major incidents like people disappearing all at once, the authorities haven't really done anything about it or investigated things at all. The authorities consider the abnormalities as normal, bizarre incidents the likes of which are reported all the time, so they never investigated seriously. If they got involved too much, then some policeman may go missing too... so they never thought about this town seriously...

HOUSE ON THE HILL

So there ends the Japanese inquisitions. Aside from the official line, what can we really expect from *Silent Hill 3*? We'll answer his question ourselves. To be honest, from what we've seen of *Silent Hill 3* so far, it looks extremely similar in concept and style to *Silent Hill 2*.

The change to a female lead

character can only be a good thing when it comes to making people take notice of the game, but is the "more action" angle they're aiming for a good thing? Are they in danger of turning the most atmospheric series of games yet created into a slasher horror mess? Well, the early version of *Silent Hill 3* we've been playing certainly shows that the lost-in-the-dark, nervy feel is still very much the overriding theme of the new *Silent Hill*.

In the demo, Heather is stuck in the Lakeside Amusement Park, which is pretty much deserted, and just as full of grim scenery and horror movie effects as the *Silent Hill* environment of old. The fog is as thick and ever-present as it always is in the Hill, and the light sources are few and far between leaving plenty of dark corners for bloodied cuddly toys and pulsating monsters to hide in. Heather herself moves around smoother and more stylishly sill than previous *Silent Hill* heroes, tripping, stumbling and gasping for breath as she navigates the new world in which she finds herself in great style.

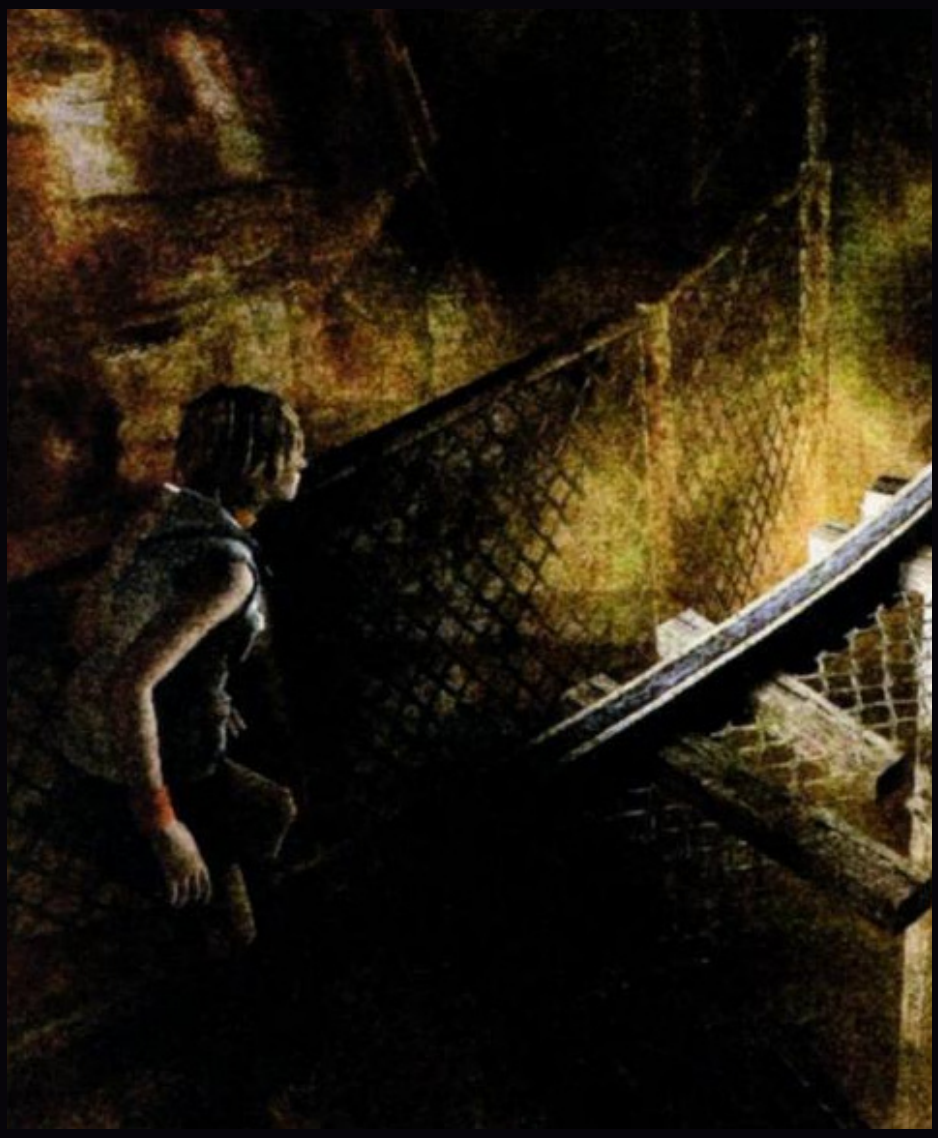
They've gone for a more

organic feel this time - and it's noticeable too. Backgrounds pulsate more, blood flows a lot more freely, special effects like the rain on the car windscreen seem much more natural, therefor making the game world more believable. Withing the haunted, Scooby Doo fairground setting Heather encounters mutant dogs, those massive lumps of virtually unrecognizable meat monsters, and some frankly disgusting insect things that are best left hidden by the fog.

Luckily this demo equips her with a new machine gun for tackling this disgusting bunch, plus there's a decent assault rifle to be found as well and a knife, if you don't mind getting your hands dirty. The developer's promise of a more arcade-like, gun-heavy experience certainly rings true in this demo version, with a lot less of the thinking stuff on display here. However, the proper, finished game apparently will not contain this short fairground section in the same form.

From the evidence seen so far *Silent Hill 3* came across very well. The peculiar Amusement Park is a great indication of how gorgeously nasty the final game is going to appear, and from the all-round stunning look of these early images we're extremely optimistic about the prospects of this new visit to the soundless mound.

Silent Hill 2 was a game which only really came to life as you got into its storyline and realised the potential of its many different endings, and with the sequel already looking great and promising yet more action on top of the psychological warfare, we are, almost literally, gagging for it. Can it out-do *Silent Hill 2* for shock values? Will the sad ending make us cry again? We'll know all the answers when it arrives over here in May or thereabouts. Until then, don't have nightmares.



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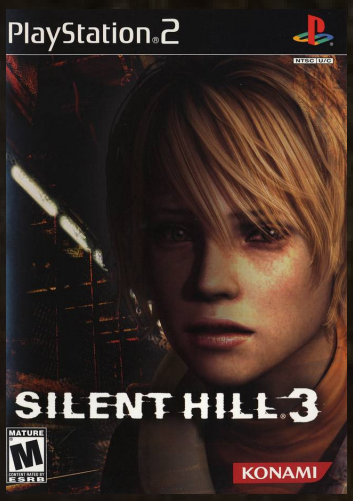

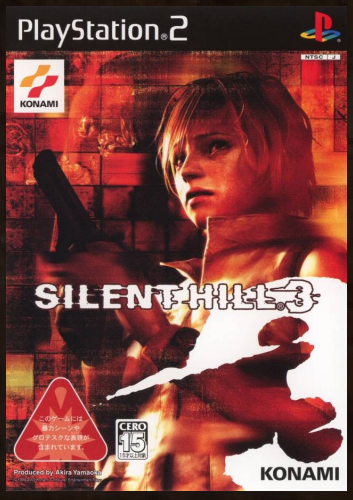

J N P

Silent Hill 3

Developer	Team Silent
Publisher	Konami
Release date	(eu) May 23, 2003
Genre	Survival horror
Mode	1 Player

Silent Hill 3 is the third installment in the Silent Hill series and a direct sequel to the first Silent Hill game. It was released in May 2003, with a port to Windows released in October of the same year. Like the prequel, a highly inferior "remastered" high-definition version was released as part of the Silent Hill HD Collection, for the PlayStation 3 and the Xbox 360 on March 20, 2012.

Set seventeen years after the events of Silent Hill in which Harry Mason defeats the god of the town cult and is given a baby girl to care for, Silent Hill 3 focuses on Heather Mason, a teenage girl raised by Harry in Portland. She discovers that the cult plans to use her to birth their god, and becomes caught in a conflict within the cult.

Gameplay in Silent Hill 3 resembles closely that of its two predecessors, the three main gameplay elements being combat, exploration, and puzzle-solving. Combat, as well as exploration, takes place in third-person view, with the player able to equip weapons found throughout the game. Heather may also block and perform side-step maneuvers to avoid enemies As series staples, the flashlight and radio return, the latter of which crackles when monsters are within close proximity.

Players can set the difficulty of both the combat and puzzle elements of the game separately. In the case of the puzzle difficulties, there is a large difference between the "medium" difficulty level and the "hard" difficulty level; one of the puzzles on the "medium" level requires only simple pattern recognition, while the "hard" difficulty level version of the same puzzle requires knowledge of Shakespeare plays to complete The game also features unlockable weapons and costumes.

Development on the PlayStation 2 version began after the release of Silent Hill 2 in September 2001, and was carried out almost simultaneously with development of another Silent Hill title that was intended to explore a different direction for the franchise and not be part of the main, numbered series; known as Room 302, this game would eventually become integrated into the main series as Silent Hill 4: The Room. The development team for this iteration was smaller than that working on Silent Hill 2, with around 40 people working on the game, made up of the core team from the second title and some newcomers. A smaller group of Konami Computer Entertainment Tokyo staff later developed a port for Windows.

Like all Silent Hill games, one of Silent Hill 3's influences is the film Jacob's Ladder: one of the subway platforms is named Bergen Street Station, the station Jacob was inquiring about at the beginning of the film. The developers also cited horror writer Stephen King as another of their influences. Silent Hill 3 incorporates references drawn from real life actors and actresses. Douglas Cartland's name came from American actor Douglas Fairbanks. The developers stated that his name *"just seemed to suit him"* and that there was no true connection to his namesake.

During the sketching process, his character was modeled after actors Giancarlo Giannini and Ian Holm. It was noted even during the concept designs that Cartland was designed as a middle-aged detective. Claudia Wolf's character was considered the most difficult to design. Early sketches revealed that the creators wanted to dress her like a holy woman, and at one point she had a shaved head, with her body covered with tattoos, however, the creators thought that this way of showing her malevolent side was too obvious. Eventually, the creators decided to model her on Julianne Moore, and then remove her eyebrows, so that the appearance was slightly skewed. She was first named "Christie", but it was deemed too *"cute"* and the character was eventually named after Italian actress Claudia Cardinale. Vincent's name originated from actor Vincent Gallo in connection with his unshaven look. Early designs were based on actor Ethan Hawke and focused on capturing a look of *"derangement and moodiness."*

Silent Hill 3 received positive reviews, garnering an 85/100 rating at Metacritic for the PlayStation 2 version, and a 72/100 rating for the PC version. The PC version fared less well, with some reviewers drawing unfavourable comparisons to other combat-based games found on the PC platform, while others highlighted some technical issues, such as poor gamepad controller support.

Positive reactions were given to the general horror and atmosphere of the game, including *"truly horrifying sections,"* it *"packs some genuine scares"* and *"the feeling of eeriness and doom is almost overwhelming."* The story told as part of the atmosphere was also received positively, making for a *"satisfying, coherent sequel,"* although its status as such meant that *"it may be a little tough to follow for people who haven't played the first game"*, despite *"a laudable effort to help people catch up."* In addition, the graphics, audio and production values were all credited with adding positively to the atmosphere.

Negative criticism largely stemmed from the lack of any innovations in gameplay; the game *"doesn't do anything major that the series hasn't done before"*, *"does little in term of innovation"* and *"doesn't offer much beyond the other titles in the series."* Also criticised was the game's camera and control system which, despite having been improved from previous games, was described as *"awkward, disorienting, and motion sickness-inducing."* Some criticism stemmed from the length of the game, as it *"can be easily beaten in a handful of hours."*

Silent Hill 3 sold over 300,000 copies by November 2003. The game also topped sales charts in Japan upon its release.

A film adaptation of Silent Hill 3, titled Silent Hill: Revelation 3D, was released on October 26, 2012, by Open Road Films. The film is a sequel to the film adaptation of the first installment in the Silent Hill series. Directed by Michael J. Bassett, it starred Adelaide Clemens as Heather, Kit Harington as Vincent Cooper, Sean Bean as Harry Mason, Carrie-Ann Moss as Claudia Wolf, and Malcolm McDowell as Leonard Wolf. The film received a five percent approval rating from review aggregator website Rotten Tomatoes, with a general consensus: *"Mediocre effort even by the standards of video game adaptations, Silent Hill: Revelation 3D features weak characters and an incomprehensible plot with a shortage of scares."*

▪ New 1st Person Mode ▪ Riveting Story ▪ Ghostly New Creatures

MATURE 17+
M
Blood and Gore
Intense Violence
Sexual Themes
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PlayStation.2

XBOX

PC CD ROM

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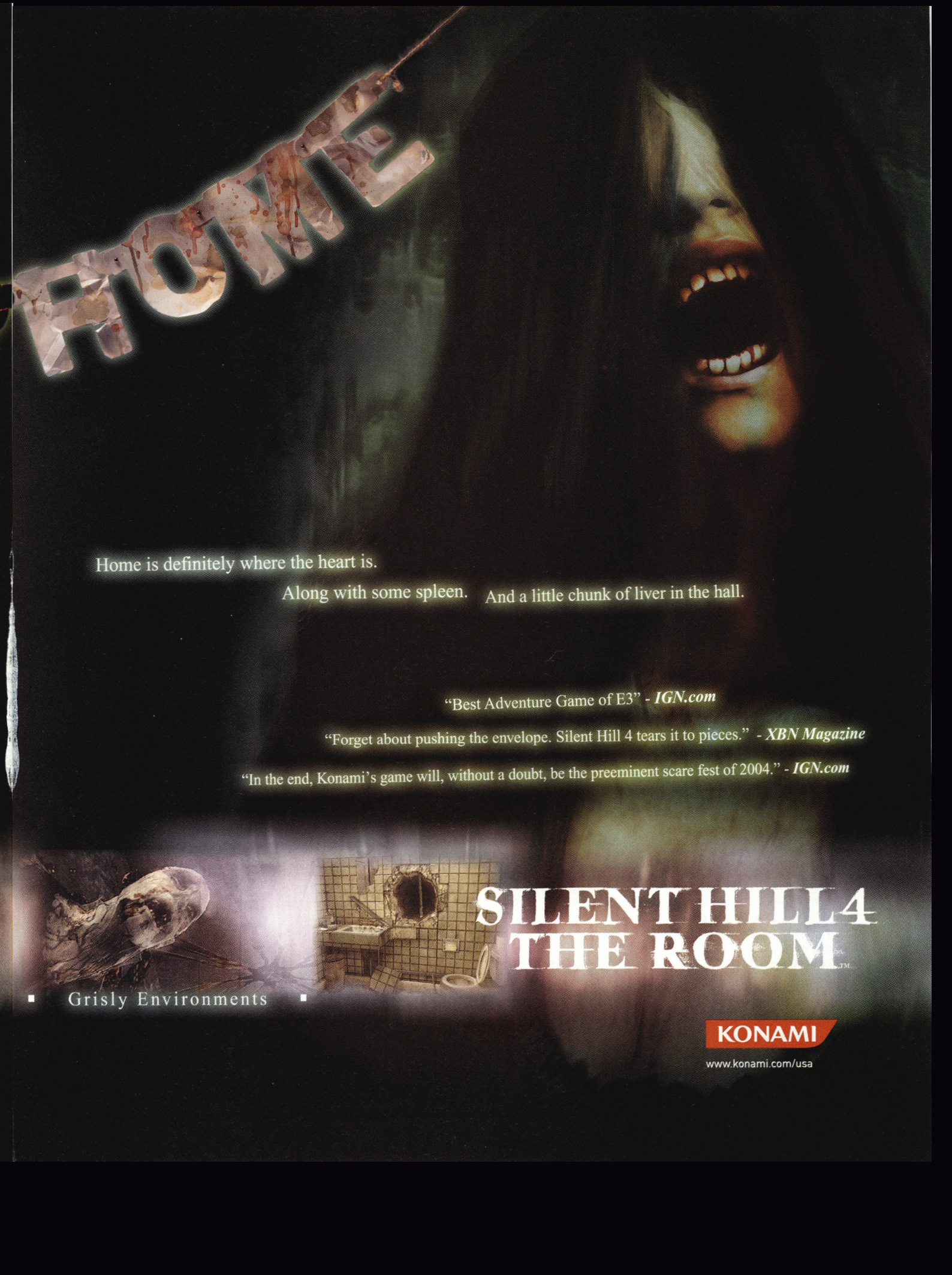
HOME
Home is definitely where the heart is.
Along with some spleen. And a little chunk of liver in the hall.
"Best Adventure Game of E3" - IGN.com
"Forget about pushing the envelope. Silent Hill 4 tears it to pieces." - XBN Magazine
"In the end, Konami's game will, without a doubt, be the preeminent scare fest of 2004." - IGN.com
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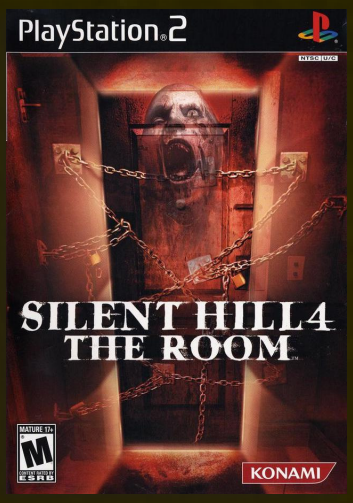
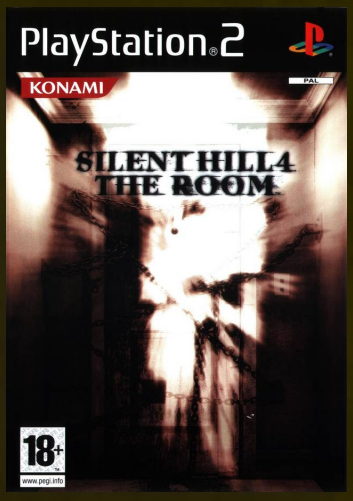
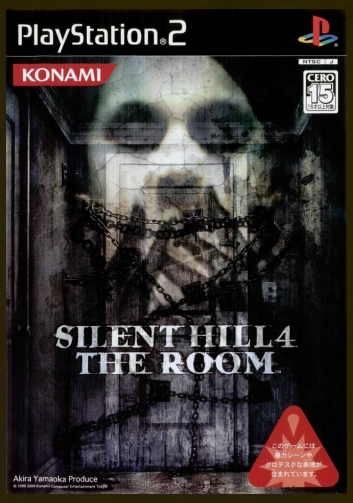
Silent Hill 4: The Room

7.6







Developer	KCET
Publisher	Konami
Release date	(jp) June 17, 2004
Genre	Survival horror
Mode	1 Player

Silent Hill 4: The Room is fourth installment in the Silent Hill series The game was released for the PlayStation 2, Xbox and Windows.

Unlike the previous installments, which were set primarily in the town of Silent Hill, this game is set in the fictional town of South Ashfield, and follows Henry Townshend as he attempts to escape from his locked-down apartment. During the course of the game, Henry explores a series of supernatural worlds and finds himself in conflict with an undead serial killer named Walter Sullivan.

The objective of the game is to guide player character Henry Townshend as he seeks to escape from his apartment. Gameplay centers on the apartment, which is shown through a first-person perspective and contains the only save point. The other areas of the game are reached through holes formed in the apartment. For the first half of the game, the room restores Henry's "health" (a measure of the amount of damage that he can endure before 'dying'); in the second half of the game, however, the room becomes possessed by hauntings that drain his health.

In the main levels of the game the player uses the usual third-person view of the Silent Hill series. The player has a limited item inventory which can be managed by leaving unneeded items in a chest in Henry's room. Silent Hill 4 emphasizes combat during gameplay, with a near-absence of complex puzzles in favor of simple item-seeking tasks. Unlike previous games in the series, separate difficulty settings for combat and puzzles are not available; changing the combat difficulty also affects the difficulty of puzzles. In the second half of the game Henry is accompanied and helped in combat by his neighbor Eileen Galvin. Eileen cannot die while she is with Henry, although as she takes damage she succumbs to possession, which also occurs if she is given a firearm. The damage Eileen takes in the game determines whether or not she dies during the final boss fight, directly affecting the ending achieved.

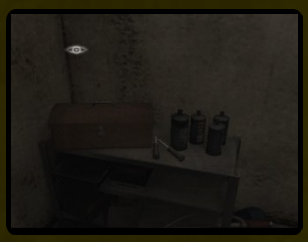
Combat in Silent Hill 4 follows the pattern set by the other games with a few key differences. The player has access to a variety of melee weapons but only two firearms. Certain melee weapons are breakable. Items which can be equipped such as talismans (which protect the player from damage from the hauntings in Henry's room) will eventually break after a short period of use. Another key difference in the combat system is that melee attacks may be "charged" before they are used, inflicting a greater amount of damage to an opponent than a quick attack.

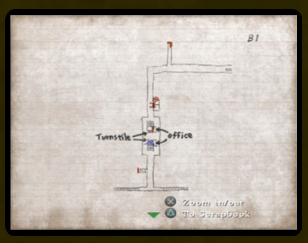
One of the most significant changes is the introduction of immortal ghosts of antagonist Walter Sullivan's victims. The ghosts, which have the ability to hurt Henry, can be nullified by two items. These items can also exorcise the hauntings in Henry's apartment. Ghosts can also be knocked down for a lengthy period of time with one of two special bullets or pinned permanently with a special sword.

Development of the fourth Silent Hill game by Konami Computer Entertainment Tokyo's development group Team Silent began shortly after the release of Silent Hill 2 and alongside Silent Hill 3, with the intentions of creating a new style of game that would take the series in a different direction than the previous games. Despite what has been popularized around the Internet, Silent Hill 4 was always meant to be connected to Silent Hill and not an unrelated separate horror game that later became a Silent Hill title, although different gameplay mechanics and change were intended. The game was produced by the series' recurring sound designer and composer Akira Yamaoka. Its working title, prior to its incorporation into the rest of the series, was simply Room 302.

The main concept behind the new game structure was to take the idea of *"the room"* as *"the safest part of your world"* and make it a danger zone. The first-person perspective was included in this area of the game to give the room's navigation a personal and claustrophobic feel. The producers nonetheless retained the classic third-person perspective in all other areas to accommodate the increased emphasis on action and combat. The developers re-used locations already explored in the first half of the game to show the changes undergone by each character introduced in the locations.

It was noted that the game, like previous titles in the series, refers to the film Jacob's Ladder (1990) and that the protagonist Henry Townshend shares a likeness to actor Peter Krause. The architecture of the apartment and the addition of the hole is comparable to a similar non-Euclidean space in author Mark Z. Danielewski's novel House of Leaves (2000). Other nods includes the novel Rosemary's Baby (1967), American television series Twin Peaks (1990–1991), and American horror author Stephen King. The creators of the game have acknowledged writer Ryū Murakami's book Coin Locker Babies (1980) and the film The Cell (2000) as inspirations for the game's premise.





Metacritic shows an average score rating of 76 out of 100 for both the PS2 and Xbox versions, indicating "generally favorable reviews". Marc Saltzman of CNN wrote: *"Unlike Hollywood horror movies that often get worse with each new sequel ("Friday the 13th Part VIII: Jason Takes Manhattan," for example), Konami's scary Silent Hill series gets better -- and creepier -- with age."* Video game magazine Game Informer praised Silent Hill 4: The Room, stating that its *"disarming voyeurism, bizarre camera angles, and exceptionally well-placed tension is what the series has been trying to do all along, but The Room is the first entry to do it right."* According to a reviewer for Edge magazine, *"[l]ook at it one way, and it's a choking journey with unprecedented attention to unease and psychological horror, a game framed with unparalleled sophistication. From another angle, it's just a clunky PSone throwback, with all the design wit of a dodo."* The New York Times found it completely lacking in *"true terror."*

The gameplay's departures from that of previous installments in the series drew mixed reactions. GameZone enjoyed the changes, writing that they were needed to keep the series fresh. The puzzles had mixed reactions. Kristan Reed of Eurogamer expressed disappointment with the degree to which the game had been geared as a combat game with an absence of standard Silent Hill puzzles, while GameSpy's Bryn Williams worried that the puzzles' obscurity and *"non-lateral"* nature might discourage more casual players.

Silent Hill: Origins

7.0

Developer	Climax Group
Publisher	Konami
Release date	(us) March 4, 2008
Genre	Survival horror
Mode	1 Player

Silent Hill: Origins is the fifth installment in the Silent Hill series and the prequel to the first game. Set in the series' eponymous, fictional American town, Origins follows trucker Travis Grady as he searches for information about a girl whom he rescued from a fire. Along the way, he unlocks his repressed childhood memories.

The game uses a third-person perspective which it alternates with fixed camera angles. Following the gameplay formula of previous Silent Hill games, Origins primarily revolves around combat, exploration, and puzzle-solving. Typical gameplay of Origins consists of alternating between reality and its darker and dilapidated counterpart, the "Other World", to obtain keys and objects needed to solve a riddle. Travis carries a flashlight and indicates the direction of a nearby usable item, while his portable radio alerts the player to the presence of nearby monsters by emitting static. Often, actions performed in one dimension will affect the other; for example, raising a prop on the stage in the theater results in a similar reaction in the Other World. Once solved, the riddle leads to an encounter with a boss, whose defeat unlocks a new area. Completion of the game results in unlocking special items or alternative outfits for Travis depending on various accomplishments.

For combat, in addition to using his fists (the first Silent Hill game where unarmed combat is possible), Travis accumulates a range of weapons throughout the town: firearms, melee weapons, and one-shot items usable in close combat; the latter two are breakable. Although one-shot items can be used to quickly kill some of the monsters encountered early on, Travis is vulnerable while performing this action to damage from quick enemies or those with long-ranged attacks. Origins also introduces the "grapple" system, a quick time event activated when a monster grabs him. Should he escape, no damage is done to either him or the monster. The status of his "health" is indicated in the inventory, since the game does not feature a heads-up display; however, when his health is critical, the edges of the screen throb red, and his heartbeat is heard.

At E3 2006, Origins was announced as in development by Climax Group's development team in Los Angeles, instead of by Konami's Team Silent who had developed previous installments. The first previews of the game featured a departure from the third-person view typical of the series to a Resident Evil 4-style camera angle, and an emphasis on action and combat to a greater degree than the previous installments in the series. In the previews, Travis had six weapons, divided equally between melee weapons and firearms. Additional changes included a laser sight for his pistol and an option for the player to barricade areas. At the time, the game was expected to be released in late 2006.

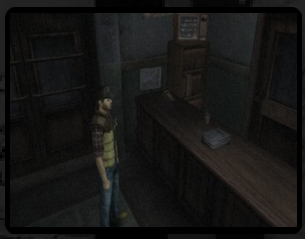
Issues with the game's engine and *"a confused high-level vision for the game"* led to Climax

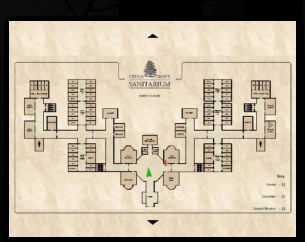
shutting down their Los Angeles studio, and transferring the game's team to the Climax Action studio in the United Kingdom, to ensure the final product would be *"a tighter, more focused game that will provide fans with the experience they want... a Silent Hill experience"*; the release date was also pushed forward from winter 2006 to Q3/Q4 2007. The version of Origins that the United Kingdom development team received was intended to be a dark comedy inspired by the American television series Scrubs. Konami allowed the team to change the game, provided that the changes were done within the same budget and time frame; Origins's script, level design, and monsters were redone within a week by Sam Barlow. For Origins, the developers intentionally replicated aspects of gameplay and atmosphere from the first installment; for example, the monsters behave more aggressively than those in previous installments, as a throwback to the first game. Later previews showed that the game had changed significantly and contained gameplay more in line with that found in the previous titles in the series. The changes were well received by video game journalists. On 19 August 2007, a demo of the game was leaked to internet download sites; Climax promptly denied they were the source of the leaked content.

Origins was originally released for the PSP in 2007. The Japanese release carried the alternate title Silent Hill Zero. The PS2 port was released a year later. It became available on the PlayStation Network for Europe on 28 April 2014.

Most reviews for Silent Hill: Origins were positive; its original release on the PSP received a Metacritic aggregate score of 78 out of 100.

The storyline was met with generally mixed feelings from reviewers. According to Kevin VanOrd of GameSpot, the premise was unoriginal and unsuspenseful, detracting from Travis' appeal as a protagonist, although he felt that the game provided new material for fans to analyze.





Critics felt that the visual style was similar to those of the previous Silent Hill installments. Reviewers praised the graphics, the monster designs, the detailed environments, and atmosphere. However, some reviewers wrote that the character models could have been more detailed.

Gameplay drew a variety of reactions from *"immersive"* and *"intriguing"*, to formulaic. The puzzles were generally considered by critics as challenging and well-done. The duration of the game was considered short, and reviewers criticized the spacing of the save points and absence of checkpoints. The game's adherence to the formula of the Silent Hill series also drew criticism. Some camera issues were noted, especially in tight corridors. Reviewers wrote that Origins had a greater emphasis on combat than previous installments, although reaction to the combat was generally negative. Some reviewers felt that the player was encouraged to avoid combat, due to a variety of gameplay factors, including the breakable melee weapons.

The PS2 port was not as well received by reviewers, with a lower aggregate score of 70 out of 100, indicating "mixed or average reviews". The graphics of the port were considered by reviewers to be not as good as the PSP release and other installments in the series for the PS2. Conversely, a reviewer for GameZone wrote that despite some technical issues with the graphics, the visuals of the port sufficed. Other issues with the port commented on by critics include the lack of manual camera control, the absence of a mini-map or overall map for the more challenging areas.

Escape the Nightmare!

ign.com BEST OF E3 WINNER 2009

Wii™ Best Adventure Game of E3
Best Wii™ Graphics Technology of E3
Best Wii™ Game of The Show.

GAMESPOT E3'09 EDITORS' CHOICE WINNER

Best Wii™ Game

SILENT HILL
SHATTERED MEMORIES

www.konami.com/silenthill

MATURE 17+ M CONTENT RATED BY ESRB
Blood
Drug Reference
Language
Sexual Themes
Violence

PlayStation. Wii KONAMI
www.konami.com

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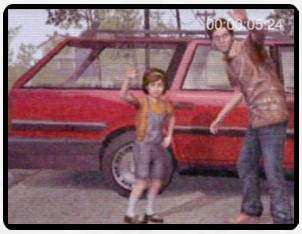
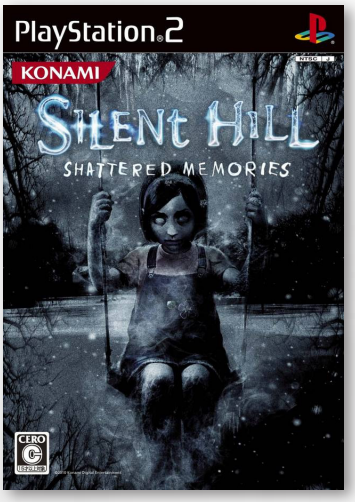
Always On My Mind - shshatteredmemories.com

Silent Hill: Shattered Memories

7.7



Developer	Climax Group
Publisher	Konami
Release date	(us) January 19, 2010
Genre	Survival horror
Mode	1 Player



Silent Hill: Shattered Memories was first released for the Wii in December 2009. It was later ported to the PS2 and PSP platforms. In April 2014, it appeared on the PlayStation Network in Europe.

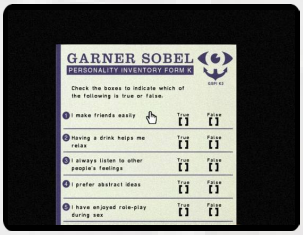
Silent Hill: Shattered Memories is a remake of the first installment of the series, Silent Hill. It keeps the premise of writer Harry Mason's quest for his missing daughter after a car crash, although it leads into a different plot. The personalities and roles of characters from the first game have also been changed, and Shattered Memories introduces new characters as well.

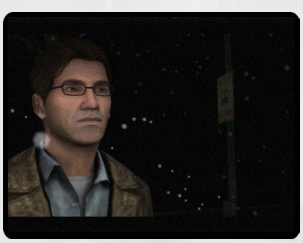
Silent Hill: Shattered Memories divides its gameplay between two different settings. The first section is set in a psychotherapist's office and the second in a town called Silent Hill. In the first section, the player interacts with Dr. Michael Kaufmann, a therapist who is a NPC, from a first-person perspective. The player responds to Kaufmann's questions and completes a psychological test, fills in a questionnaire or colors pictures. The player's responses to these tests alters aspects of gameplay in the second setting, including the available areas, the physical appearance and behavior of characters encountered, and the physical appearance of the monsters. Shattered Memories returns to Kaufmann's office periodically throughout the game.

In the second setting, the player guides Harry Mason in an over-the-shoulder view as he searches for his missing daughter Cheryl in the snowy town of Silent Hill. Harry is equipped with a smartphone and flashlight: he can use the phone to check his location on a Global Positioning System map, take photographs, and make telephone calls. Moving to certain spots with high interference, represented by a lot of radio noise, or by taking pictures of spots where shadowy figures can be seen, unlock various text and voicemail messages that expand the story and occasionally provide clues. To view the details of various documents, the player can zoom in on objects. The game also alters details of gameplay based on what the player views. Throughout his journey, Harry encounters puzzles such as mechanisms,

which reward either a key required to progress or a bonus memento

The game occasionally shifts to an icy alternate dimension called "Nightmare", where hostile monsters exist. To escape from this dimension, Harry must find a predetermined exit while avoiding the wandering creatures which chase him upon detection. Unlike previous installments in the series, there is no combat element to the gameplay: Harry is weaponless for the entire duration of the game and can only run, hide, slow down the monsters by knocking down objects to block their path, throw off the creatures if they latch onto him, and temporarily ward them off by picking up and using flares found lying on the ground. His running speed and "health" (the amount of damage that he can endure before dying) decrease every time the monsters grab him. In contrast to the previous installments of the series, which featured various types of monsters, Shattered Memories features only one type of humanoid monster, whose physical appearance changes in response to the player's actions inside and outside the Nightmare realm, including their responses to Kaufmann's psychological tests.





Plans for a Silent Hill remake, and speculation about a possible remake based on the Silent Hill film, were circulating as early as 2006. The idea of a remake was also considered early in the development of the prequel game Silent Hill: Origins. Rumours persisted into 2009, and were seemingly confirmed in February when the British Board of Film Classification re-rated the original game. The game was officially announced in the May 2009 issue of Nintendo Power.

Climax Studios, the developer of Silent Hill: Origins, developed Shattered Memories with a development team made up of more than 55 members and a supporting network of more than 90 artists. With the completion of Origins—for which they had attempted to closely replicate the atmosphere and gameplay elements of the first Silent Hill game (1999)—Climax Studios wanted to create a different horror game. Because of the tenth anniversary of the first Silent Hill installment, Konami thought the time was ideal *"to revisit"* the game. Climax Studios saw the then-newly introduced Wii platform as a way to reach a wider range of gamers, especially as outside Japan, no Silent Hill title had been exclusively released on a Nintendo platform. Development costs for the Xbox 360 or PlayStation 3 and their gamers' "mindset" factored into the decision for the gaming platform. Additionally, the developers wanted to use the Wii Remote to incorporate the gameplay elements of the flashlight and radio static. Climax felt that the first game would be a good starting point, instead of continuing any existing storylines or adding onto the mythology of the town. To please fans of the series and bring in new ones, they decided to reimagine the setting and characters, such as Dahlia, who was changed from *"a haggard old woman"* who led the town's cult into a physically attractive young woman.

Climax Studios began with the game's plot, which the development team considered the main appeal of the series. Early in the game's development, some team members visited a psychiatrist for research. The use of ice as a visual theme originated partly because the developers wanted to create an Otherworld for the game, as previous games in the series had featured the same theme as Silent Hill, and because snowfall is common in the northeastern or midwestern United States, where the fictional town is located. Falling snow was added to limit the player's visibility and build an atmosphere of dread. The developers included a system of psychological profiling that

adjusted gameplay elements based on the player's interaction with the game. "Writer" Sam Barlow explained the system: *"ultimately every little thing you do in the game or piece of content you can interact with can be assigned a little personality score. This is all added into a very classical psychometric profile of your personality that can then be mapped onto research."* The opening questionnaire has little significance in the player's profile. Capturing the multiple variations of gameplay elements for submission to the Entertainment Software Rating Board proved to be difficult, according to the game's producer, and self-proclaimed "nr.1 Silent Hill" fan, Tomm Hulett. Loading times were eliminated from the game to maintain a sense of immersion for the player.

The developers felt that creating another game in the series with the same style of gameplay had limited potential. In an attempt to imbue the game with the feel of a horror film where the protagonist is a regular person and the antagonist is powerful, they avoided the common survival horror gameplay feature of a player character who is skilled in the use of weapons. Instead they generated an unarmed player character; and examined the survival horror gameplay staple of difficult combat and sluggish opponents, inspired by zombie films and modelled after the video games Alone in the Dark (1992) and Resident Evil (1996). They also analyzed around 50 chase sequences from various films, including horror films, and the structure of slasher films, in which a powerful and intelligent antagonist pursues the protagonists. The developers drew inspiration from common childhood nightmares about running away from an unknown threat, and decided to incorporate an intelligent enemy capable of trailing and outrunning the protagonist. The chase sequences were designed to evoke a brief sense of tension and fright for the player, although the developers did not want to prolong the tension with the constant presence of monsters, and were concerned that this would become overwhelming and spoil the player's immersion in the game and interest in the story. The constant presence of monsters was also thought to be irrelevant to Shattered Memories; director Mark Simmons said, *"this Harry Mason is not a guy who is constantly under attack from monsters. It's not a story of surviving a zombie apocalypse."* Additionally, to make information-gathering in the game realistic and corresponding to modern life standards, the developers substituted text in scattered documents, a common element in survival horror games, for the player's interaction with the in-game environment and use of the cell phone.

Silent Hill series composer Akira Yamaoka scored the soundtrack of Shattered Memories. It was his final contribution to the Silent Hill series before he resigned from Konami after 16 years with the company. Voice actress Mary Elizabeth McGlynn provided vocals for four musical pieces included in the game and co-directed Shattered Memories' voice acting, and musician Joe Romersa wrote lyrics for three of the pieces. The game is the first in the series to make prominent use of dynamic music; a composition is introduced and subsequently retracted, based on the player's actions, in every major area of the game. Widely varying compositions, ranging from undertones to rock music, were produced for the game.

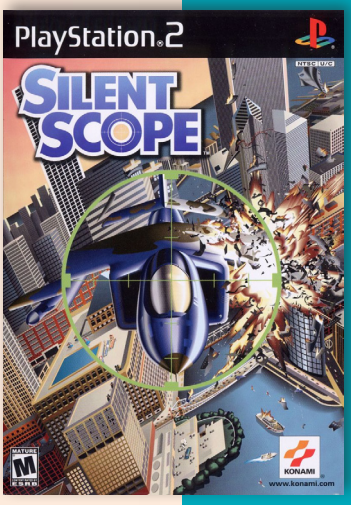
Metacritic displays an averaged score for the Wii version of 79/100, indicating "generally favorable reviews". Wesley Yin-Poole of VideoGamer.com ranked Shattered Memories in seventh place on his list of *"top ten nerve-shredding video games"*, and wrote: *"Dark, dank and dangerous, Silent Hill grabs you by the scruff of the neck, shakes you till you throw up, then headbutts you right between the eyes."* Gamasutra's Brandon Sheffield, ranked the game in fifth place on his top ten list of overlooked games of 2009, and wrote that despite the absence of horror elements, the game was a nice experience. Matt Wales of IGN also included the game in a list of overlooked Wii games, and wrote that the combination of various elements which he regarded as positive delivered *"a meticulously-constructed, expertly-paced experience quite unlike anything the series has seen before."*

Metacritic shows an averaged score of 77/100 for the PS2 port, indicating generally favorable reviews. Casamassina gave the PS2 port a score of 8.0/10, and wrote that while the graphics and control system in the Wii version were better, the port held up well. For the PSP port, Metacritic displays an averaged score of 73/100, indicating "mixed or average reviews".

6.3

Silent Scope

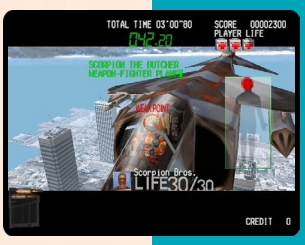
Developer	KCET
Publisher	Konami
Release date	(us) October 23, 2000
Genre	Shooter
Mode	1 Player



Silent Scope is a rail shooter originally released as an arcade game in 1999. The game puts the player in the shoes of a sniper during a series of terrorist incidents. It is the first in the Silent Scope series.

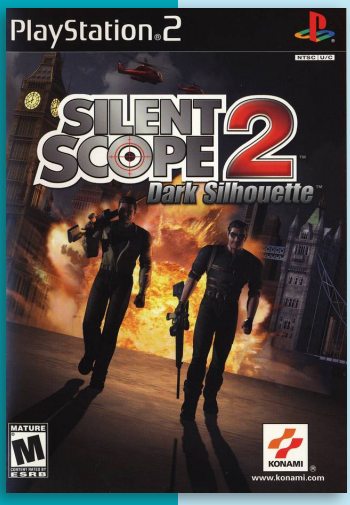
The original arcade release uses a rifle that is mounted on the console. The PS2 port does not have light-gun compatibility.

Players have limited time and health during gameplay. The time can be extended by killing certain enemies and extra health can be gained by finding and scoping an attractive woman in addition to bonus points. The game consists of three stages corresponding with the members of the First Family. In each stage, the player must kill as many enemies as possible in short time facing sub bosses along the way and a large boss at the end.



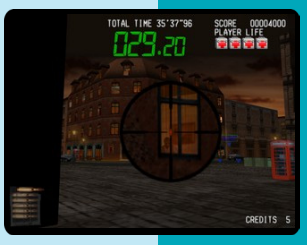
J N P

Silent Scope 2: Dark Silhouette



Developer	KCET
Publisher	Konami
Release date	(us) September 18, 2001
Genre	Shooter
Mode	1-2 Players

6.4



Silent Scope 2: Dark Silhouette, known as Silent Scope 2: Fatal Judgement in Europe and Silent Scope 2: Innocent Sweeper in Japan, is the sequel to the arcade game Silent Scope.

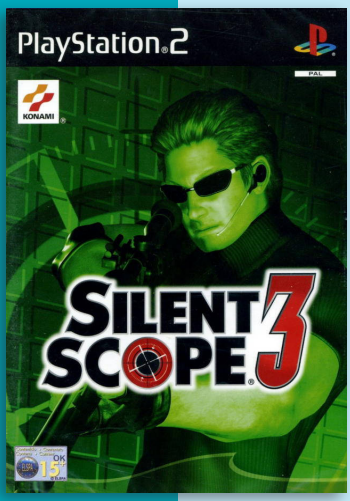
Like the previous game, this port does not have light-gun compatibility, but players can use an USB mouse instead of an controller.

In the story mode, players must stop a deadly threat to the President and the rest of the world. Players may choose from the two characters, Jackal and Falcon, each with a different angle to each level of the action. Multiplayer mode is also included, using the link cable mode to use two PS2 consoles and two TV screens.

The game received mixed reviews. It received a score of 65.13% on GameRankings and 64/100 on Metacritic.

J N P

Silent Scope 3



6.1

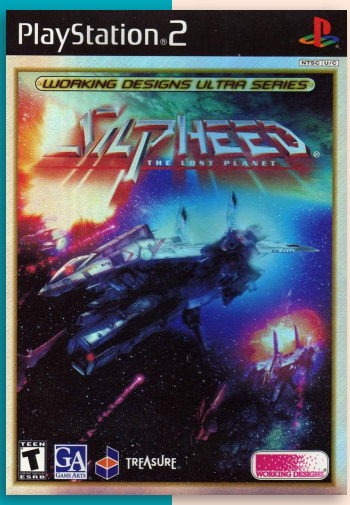
Developer	KCET
Publisher	Konami
Release date	(us) October 15, 2002
Genre	Shooter
Mode	1 Player

As in the previous games in the series, players take control of a sniper out to stop a terrorist organization. This time terrorists are planning to use cloning technology to destroy the world.

The original arcade version of the game, Silent Scope EX, is included in the PS2 port. The main objective is for the player character to continuously head to different areas such as at the top of the building on rails as to set a specific vantage point. While at this new vantage point, the player will be tasked to silently shoot the various enemies that appear before the scope. There is a constant time limit, and killing enemies adds time. After the first mission is completed, players have the freedom to choose any such alternate mission, but it needs to be completed in order to finish the game.

Different levels of precision are available, in which players are allowed to either lock on to their enemy or not. R1 and L2 can also be useful by changing your set vantage point.

Silpheed: The Lost Planet



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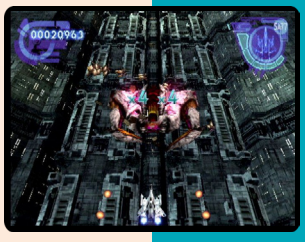


Developer	Treasure
Publisher	Capcom, (us) Working Designs, (eu) Swing!
Release date	(jp) September 21, 2000
Genre	Shooter
Mode	1 Player

Silpheed: The Lost Planet is a direct sequel to Silpheed. The game is a vertical scrolling shooter in which the player controls 019, a Silpheed of the planet Solont's SA-77 Squadron, as it takes on countless alien enemies.

The player is allowed to equip two weapons to the Silpheed at once; one for the right side, and one for the left. Additional weapons are granted at the end of each level depending on the point score.

North American publisher Working Designs made changes to the game. Support for analog control and vibration functionality was added. The slowdown from the Japanese version was almost completely eliminated as well.

SIMPLE2000シリーズ

The Simple series are a number of series of budget-priced console games, published by Japanese company D3 Publisher and developed by a variety of companies, covering many systems. The price of the games in yen (not including tax) is included in the title of the series - for example Simple 2000 is about 2000¥.

The games are usually characterised by their distinctive package design featuring artwork surrounded by a black border, with the game's title (usually prefixed by "The" in English) in a plain white font. The series name and volume (read as Japanese numerals) are also displayed prominently.

The early games in the PlayStation Simple 1500 series were generic interpretations of common video game themes, such as mahjong, tennis or racing. However the various series now cover many more original and unusual titles in addition to those based on concepts. Since the games are almost universally created on a low budget with a short development time, developers are able to experiment to some extent with titles such as Demolition Girl, which has attracted attention largely due to its central premise of a giant bikini-clad woman attacking a city, rather than any gameplay or graphical merits.

Many of the PlayStation 2 Simple 2000 games have been released in PAL regions as budget titles by Midas Interactive Entertainment, Agetec or 505 GameStreet, usually under different titles and with new cover art; recently D3 Publisher of Europe has released several titles itself under the "Essential Games" brand. Additionally, several of the PlayStation Simple 1500 games were released in the US (by Agetec) and Europe (by Midas and Phoenix Games). Despite the recent establishment of D3 Publisher of America, the only games in the Simple series to gain a North American release are The Bass Fishing (as Fisherman's Bass Club), The Genshijin (as The Adventures of Darwin) and OneChanbara for the Xbox 360 and Wii.

Riho Futaba
D3's "mascot"

Simple 2000 Series Vol. 1: The Table Game

7.3

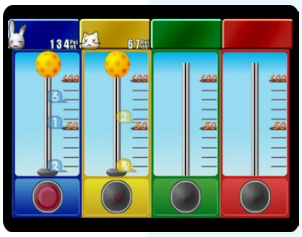
J

Developer Yuki
Publisher D3Publisher
Release date (jp) May 31, 2001
Genre Board
Mode 1-2 Players

The first volume in the Simple 2000 budget series feature different board and card games, like Mahjong, Igo, Go, Reversi, and Hanafuda, among others. The game also feature a story mode in which the player take the role of a boy who have to rescue a girl from a fantasy kindgom, while playing all the different games through the story in the different places of the kingdom.

Simple 2000 Series Vol. 2: The Party Game

4.0



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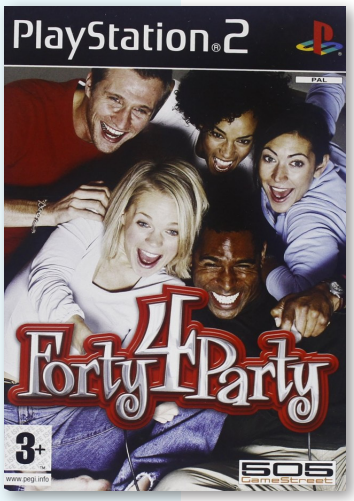


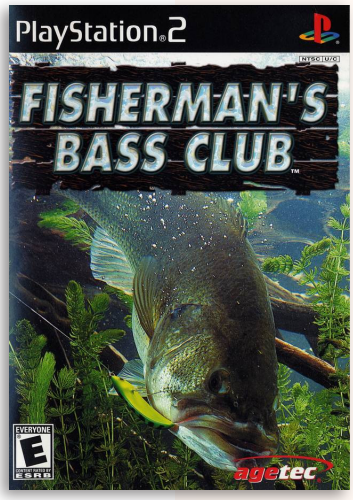
Developer HuneX
Publisher D3 Publisher, (eu) 505 Game Street
Release date (jp) November 8, 2001
Genre Mini-games
Mode 1-4 Players

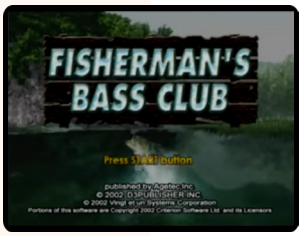
Vol. 2: The Party Game, released in Europe as Forty 4 Party, features 39 mini games. It includes 26 single-player games and 13 multi-player games for up to 4 players using a multitap.

Game Modes include “Party”, where two or more players compete. And “Free”, where one to four players can compete in different mini games.

Simple 2000 Series Vol. 3: The Bass Fishing

5.5



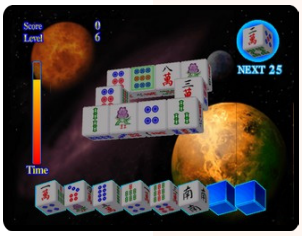


J N P

Developer Vingt-et-un Systems
Publisher Agetec, (jp) D3Publisher
Release date (jp) March 28, 2002
Genre Sports
Mode 1 Player

In this 3D fishing simulation, players may fish for bigmouth bass in remote lakes around the world. Players can discover and use the best strategies for selecting locations that yield the highest quantity and quality of sports fish. They can compete in tournaments and choose the right lures for a personalized style of fishing.

8.9



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Simple 2000 Series Vol. 4:
The Double Mahjong Puzzle

Developer	Metro
Publisher	D3Publisher
Release date	(jp) April 25, 2002
Genre	Puzzle
Mode	1 Player

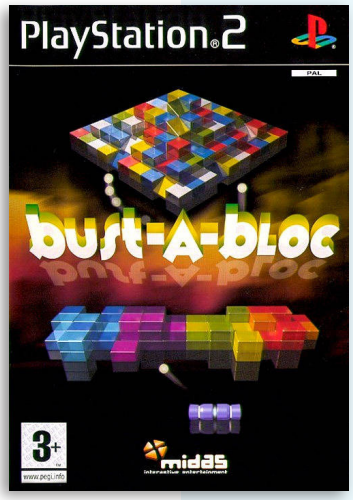
Vol.4 is a puzzle game with 2 different kind of mahjong puzzles. In both games there is a time limit and when is reaches zero is game over.

Gekitoride: The goal is to put together mahjong pieces of the same kind and make them disappear.

Space: The goal is to clear a cube joining three mahjong pieces taken from the cube.

"psxdatacenter.com"

Simple 2000 Series Vol. 5:
The Block Kuzushi Hyper



6.6

J P

Developer	Tamsoft
Publisher	D3Publisher, (eu) Midas Interactive
Release date	(jp) May 30, 2002
Genre	Action
Mode	1-2 Players

The Block Kuzushi Hyper, released in Europe as Bust-A-Bloc, is a one or two player, 3D Breakout clone.

In addition to the single player game, Bust-A-Bloc has a player-versus-player and a co-operative mode, one hundred and fifty levels, four camera angles and several power-ups.

"mobygames.com"

4.3

J P

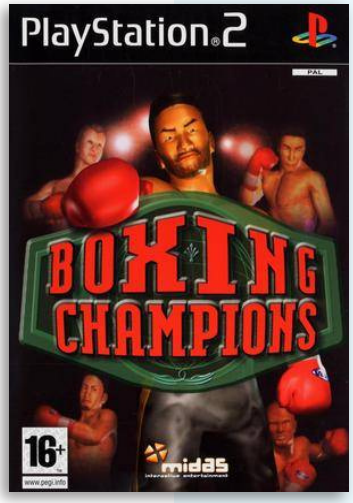
Simple 2000 Series Vol. 6:
The Snowboard

Developer	Atelier Double
Publisher	D3Publisher, (eu) Midas
Release date	(jp) July 25, 2002
Genre	Sports
Mode	1-2 Players

Snowboard Racer 2, released in Europe as Snowboard Racer 2, is a downhill racing game. There are six mountain courses, two in the Rockies, two in a canyon and two in the Alps. Initially only one course in the Rockies is available, the others must be unlocked by winning races. There are four racers each with a different speciality and choice of costume.

Simple 2000 Series Vol. 7: The Boxing - Real First Fighter

6.6



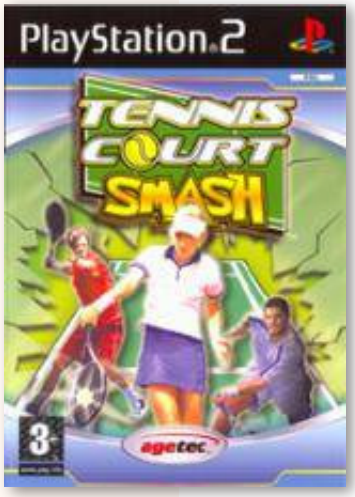
Developer Tamsoft
Publisher D3Publisher, (eu) Midas
Release date (jp) July 25, 2002
Genre Sports
Mode 1-2 Players

Vol.7, released in Europe as Boxing Champions, is a pure boxing game comparable to games like Knockout Kings 2002 but with a strong arcade emphasis. Players can enter the tournament and the survival mode or play against another player in a versus mode. Nine fictitious boxers with a variety of attributes are available at the beginning and there are two more to unlock.

J P

Simple 2000 Series Vol. 8: The Tennis

4.5



Developer HuneX
Publisher D3Publisher, (eu) Agetec
Release date (jp) September 12, 2002
Genre Sports
Mode 1-2 (4) Players

Vol. 8, released as Tennis Court Smash in Europe, is a simple tennis game. Players can compete in either singles or doubles tournaments with up to four people playing at once via a multitap. It feature three modes of play: Tour, Exhibition and Training. It is also possible to choose different courts, from grass, clay, carpet or hard.

J P

Simple 2000 Series Vol. 9: The Renai Adventure - Bittersweet Fools

8.5

Developer HuneX
Publisher D3Publisher
Release date (jp) September 12, 2002
Genre Visual novel
Mode 1 Player

This entry is a port of Bittersweet Fools, a PC game by minori. It was released as part of the Simple series line of “renai adventure” games.

The game takes place in Florence, Italy. The character design is by Yu Aida, whose Gunslinger Girl series also takes place in Italy.

J

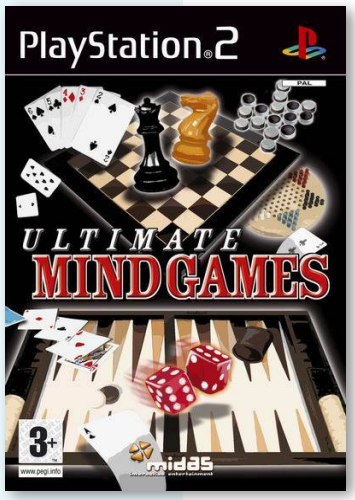
7.0

Simple 2000 Series Vol. 10: The Table Game Sekaihen

Developer	Yuki
Publisher	D3Publisher, (eu) Midas
Release date	(jp) September 12, 2002
Genre	Board
Mode	1-4 Players

Vol.10, released as Ultimate Mind Games in Europe, is a collection of mini games and board games that can either be played in story mode or individually.

The game feature a story mode where the player takes the role of a child with special powers who has to gamble to save his country from invading forces.



Simple 2000 Series Vol. 11: The Offroad Buggy

4.0

Developer	Vingt-et-un Systems
Publisher	D3Publisher, (eu) Midas
Release date	(jp) October 10, 2002
Genre	Racing
Mode	1-2 Players

Vol.11, released as Dirt Track Devils in Europe, is a racing game. Game modes include; 'Off road Race', a 10 race tournament against five AI opponents. 'Gymkhana', feature different race variations. 'Vs Battle Race' lets two players race. The game feature six different vehicles, from buggies to pick-up trucks

4.3

Simple 2000 Series Vol. 12: The Quiz 20000

Developer	Warashi
Publisher	D3Publisher
Release date	(jp) November 7, 2002
Genre	Quiz
Mode	1-4 Players

Vol.12 is a quiz game. Game modes include: 'Quiz Mode', where players choose a character, and depending of the character, the quiz will be different. 'Challenge Mode' is for up to four players. And 'Quiz Version DX Mode' is a board game in which if the player answer the questions right, they will win a square on the board. In this mode up to four players can play at the same time.

Simple 2000 Series Vol. 13: The Renai Adventure 2 - Jo no Ko no Tameno

8.4

Developer	HuneX
Publisher	D3Publisher
Release date	(jp) October 24, 2002
Genre	Visual novel
Mode	1 Player

The game tells the story of the protagonist's last visit to her deceased grandfather's house on the edge of a haunted forest in the countryside. The forest is rumoured to be a 'kamikakushi' that steals away children.

The game is a dating sim in which the NPC characters include possible love interests.

J

Simple 2000 Series Vol. 14: The Billiard

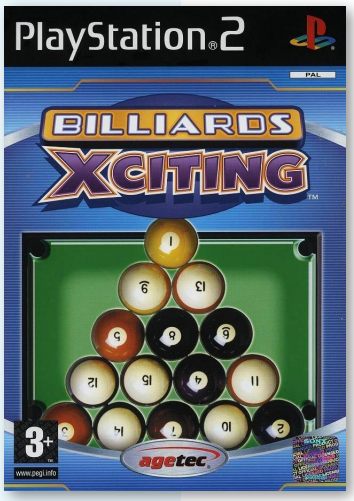
6.5

Developer	Agenda
Publisher	D3Publisher, (eu) Agetec
Release date	(jp) November 14, 2002
Genre	Sports
Mode	1-2 Players

The Billiard, released in Europe as Billiards Xciting, is a pool game with 6 different game modes, including; Nine Ball, Eight Ball, Rotation, Basic, 14.1 Continuous and Bowliards.

The game also feature a story mode where players place bets and compete against 10 opponents in over 15 stages.

J P



Simple 2000 Series Vol. 15: The Rugby

8.8

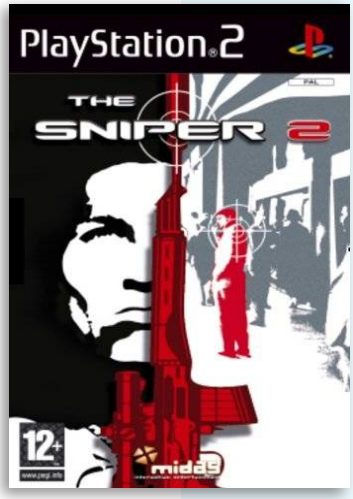
Developer	Siesta
Publisher	D3Publisher
Release date	(jp) November 14, 2002
Genre	Sports
Mode	1-2 Players

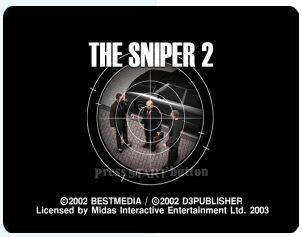
The Rugby is a simulation game that puts players in the role of a high school rugby coach. The player, with the help of the staff team members, can choose the team players and train them each week to make the best possible team and aim to win the different matches and tournaments.

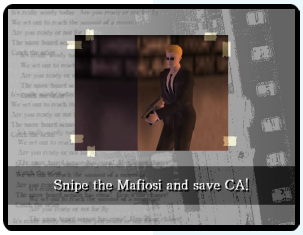
J

Simple 2000 Series Vol. 16: The Sniper 2

2.4







Developer	Best Media
Publisher	D3Publisher, (eu) Midas
Release date	(jp) November 28, 2002
Genre	Action
Mode	1 Player

The Sniper 2 let players take the role of Harry, a fire fighter turned pro sniper, who are at war with the mafia. The game differs from most action games where the game consist of short sections of action where the kill shot must be made within one to two minutes, separated by sections of storytelling. Every shot is graded and every shot must be a kill-shot, miss or just wound the target and it's game over, though the player is given the chance to try again.

Once the mafia hit men are dealt with the story unfolds into something involving the C.I.A., a shipment of nerve toxin, and secret meetings.

The game has a training mode which introduces the player to the controls, however this is limited to stages the player has unlocked.

"mobygames.com"

Simple 2000 Series Vol. 17: The Suiri - Aratanaru 20 no Jikenbo

8.5

Developer	Tomcat System
Publisher	D3Publisher
Release date	(jp) December 19, 2002
Genre	Adventure
Mode	1 Player

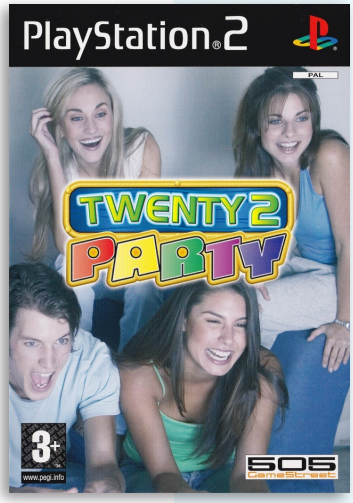
The Suiri Aratanaru 20 no Jikenbo is the Sequel to Simple 1500 Series Vol. 59: The Suiri. The gameplay is exactly the same as the first game. Players take the role of a detective that have to unravel several different mysteries. The game is divided into 20 episodes. Play time is from five to fifteen minutes for each story.

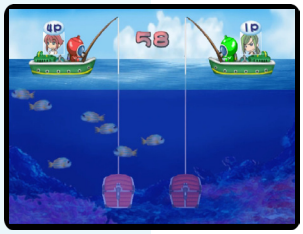
Gameplay consist of collecting clues by clicking on different items and answering questions. The bigger differences between this game and the previous one are better resolution graphics and character voice acting.

"psxdatacenter.com"

Simple 2000 Series Vol. 18:
The Party Sugoroku

7.3





Developer	Japan Art Media
Publisher	D3Publisher, (eu) Midas
Release date	(jp) December 19, 2002
Genre	Party
Mode	1-4 Players

The game was released in Europe as Twenty 2 Party and had a planned US release by Agetec as Deep Sea Party. The game consist of 19 mini games - many of which are variations on the same themes of collecting items, remembering patterns or outlasting other players in tests of skill. The mini game levels are often ocean themed - which ties in with the manual mascot which is a diver.

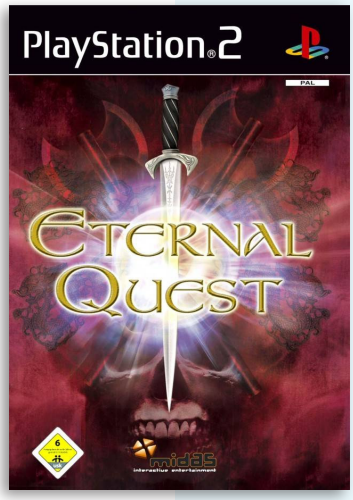
Simple 2000 Series Vol. 19:
The Renai Simulation
- Renai Kissa Watashi ni Oma Cafe

Developer	Vingt-et-un Systems
Publisher	D3Publisher
Release date	(jp) December 19, 2002
Genre	Visual novel, Simulation
Mode	1 Player

After his parents dies in a car accident, the player-character is in charge of the family coffee shop. The player has to manage the eatery and the waitresses, all of whom are potential love interests. During each week he has to decide about the coffee shop menus, the prices, the waitresses duties, and what he is going to do that week.

Simple 2000 Series Vol. 20:
The Dungeon RPG

5.7



Developer	Tamsoft
Publisher	D3Publisher, (eu) Midas
Release date	(jp) December 19, 2002
Genre	Role-playing
Mode	1 Player

This was released as Eternal Quest in Europe. The gameplay is very similar to Nethack, and other "roguelike" games. The player must defeat monsters, collect better equipment and acquire gold to buy better equipment. The story mode is about a shogun who summons the player to save his shogunate from an evil presence.

"mobygames.com"

7.3

J

Simple 2000 Series Vol. 21: The Bishoujo Simulation RPG - Moonlight Tale

Developer Yuki
Publisher D3Publisher
Release date (jp) April 24, 2003
Genre Simulation
Mode 1-2 Players

The Bishoujou Simulation RPG is a simulation role-playing game in which the player leads a special unit formed solely by girls.

The game is divided into a simulation part where players have to battle enemies and an adventure part that plays like a regular visual novel.

Simple 2000 Series Vol. 22: The Tsuukin Densha Utenshi - Densha de Go! 3 Tsuukinhen

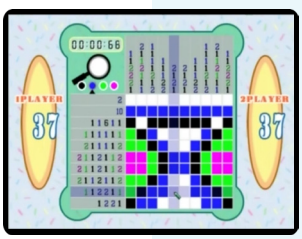
7.4

J

Developer Taito
Publisher D3Publisher, Taito
Release date (jp) March 15, 2001
Genre Simulation
Mode 1 Player

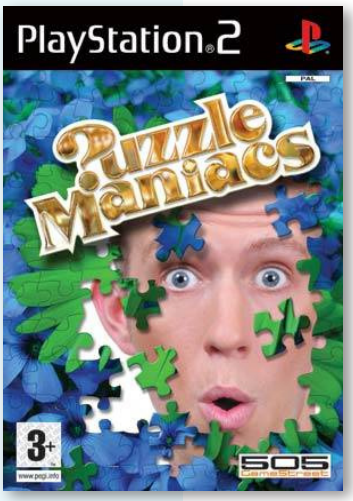
Densha de Go! 3 Tsuukinhen is a train simulator. As a train conductor in a Japanese city, players are responsible for bringing commuters to and from their daily rounds. Players need to keep an eye on the schedule and hit the platforms just right for perfect scores and happy customers.

8.7



J P

Simple 2000 Series Vol. 23: The Puzzle Collection 2000-Mon

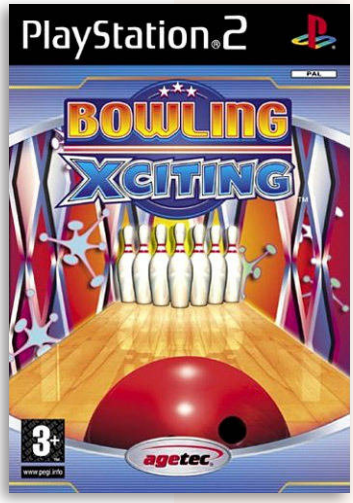


Developer HuneX
Publisher D3Publisher, (eu) 505 Game Street
Release date (jp) March 27, 2003
Genre Puzzle
Mode 1-2 Players

This was released as ?uzzle Maniacs in Europe. The game includes a number of different jigsaw puzzles. The game feature three different puzzle game modes, from regular jigsaw puzzles, to sliding puzzles with animated images, and the “illustrated puzzle” game. The game also feature more than 2000 different levels.

Simple 2000 Series Vol. 24: The Bowling Hyper

6.3



Developer	Tamsoft
Publisher	D3Publisher, (eu) Agetec
Release date	(jp) March 27, 2003
Genre	Sports
Mode	1-2 (4) Players

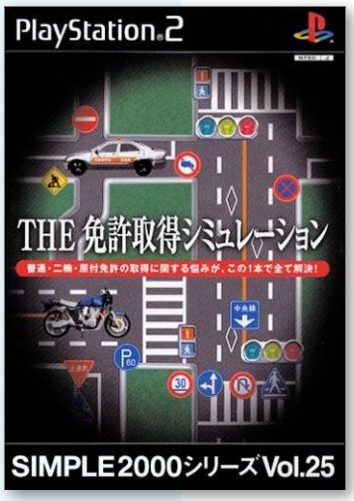
Simple 2000 Series Vol. 24: The Bowling Hyper, released as Bowling Xciting in Europe, is a bowling game developed by Tamsoft and published by D3Publisher in Japan and by Agetec in Europe.

The game feature 3 game modes and up to four players. Players can also choose from 6 different characters to play as

J P

Simple 2000 Series Vol. 25: The Menkyo Shutoku Simulation

8.6



Developer	Vingt-et-un Systems
Publisher	D3Publisher
Release date	(jp) April 3, 2003
Genre	Simulation
Mode	1 Player

The Menkyo Shutoku Simulation was developed by Vingt-et-un Systems and published by D3Publisher, which was released in Japan in 2003.

This is a simulation game that challenges the player to earn their driver's license by taking tests, driving cars, and attending driving school.

J

Simple 2000 Series Vol. 26: The Pinball x 3

5.3

Developer	HuneX
Publisher	D3Publisher, (eu) 505 GameStreet
Release date	(jp) April 24, 2003
Genre	Pinball
Mode	1 Player

The Pinball x 3 was released as Pinball Fun in Europe. The game contain three different pinball tables, each one with a different theme. The tables inclide; "Operation Thunder", "Love Song - Idols & Pinball" and "Attack the Dragon".

The tables include dozens of possible combinations, bonuses, multipliers, multi-balls, etc.

J P

8.6

J

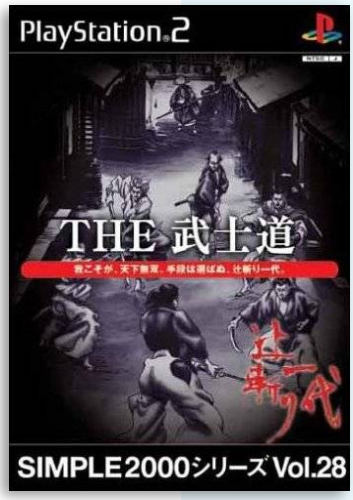
Simple 2000 Series Vol. 27: The Pro Yakyuu: 2003 Pennant Race

Developer	Tamsoft
Publisher	D3Publisher
Release date	(jp) April 24, 2003
Genre	Sports
Mode	1-2 Players

The Pro Yakyuu: 2003 Pennant Race is a continuation of a baseball series that started on the PlayStation in the Simple 1500 series, but unlike the previous game this is more of an arcade game than a simulation game. Along with the change from 2D to 3D polygon graphic, a replay function was also included.

Simple 2000 Series Vol. 28: The Bushido - Tujigiri Ichidai

6.0



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Developer	ALU
Publisher	D3Publisher, (eu) 505 Game Street
Release date	(jp) May 29, 2003
Genre	Beat 'em up
Mode	1-2 Players

The Bushido was a planned released for Europe, called Katana Action, but was cancelled twice. The game was also planned for release by Agetec as Samurai Combat.

The game is a feudal Japan slash-'em-up. Game modes include a "Story Mode", "Competitive mode", "100 cut mode" and a "VS. mode".

8.0

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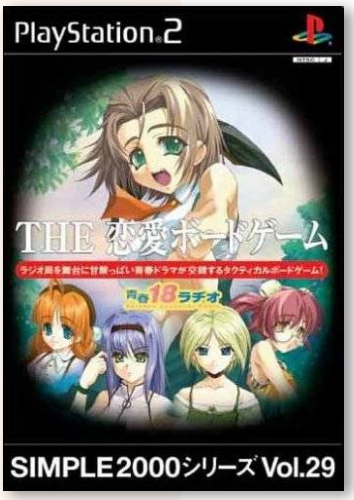
Simple 2000 Series Vol. 29: The Renai Board - Seishun 18 Radio

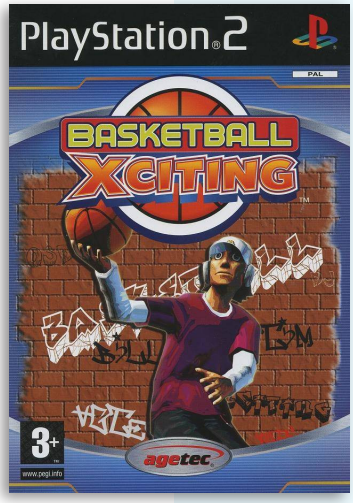


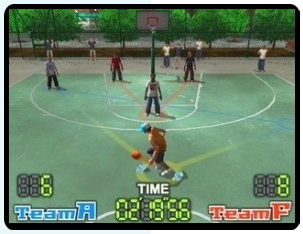
Developer	Billiken Soft
Publisher	D3Publisher
Release date	(jp) May 29, 2003
Genre	Board
Mode	1 Player

"The Love Board Game ~Youth 18 Radio~" is a board game that also incorporates slight adventure aspects and anime cut-scenes with the completion of each scenario. The player takes the role of the new director of Youth 18 Radio Station where the goal is to improve the listening audience against the rival radio stations.

Simple 2000 Series Vol. 30:
The Street Baske - 3 on 3

6.0





Developer	Tamsoft
Publisher	D3Publisher, (eu) Agetec
Release date	(jp) May 29, 2003
Genre	Sports
Mode	1-2 Players

The Street Baske 3on3 was released by Agetec Europe as Basketball Xciting in Europe.

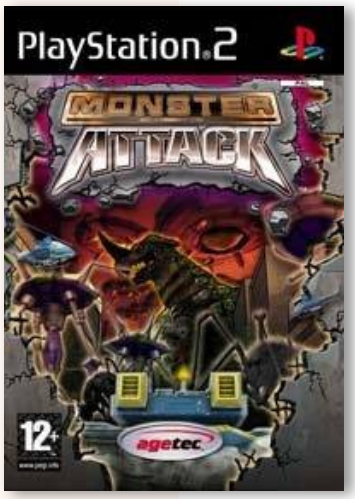
The game is a two-player basketball game that let players take part in “Ghetto-street ball” matches. Players can choose from 24 different players to build their team.

J P

Simple 2000 Series Vol. 31:
The Chikyuu Boueigun

7.5

J P

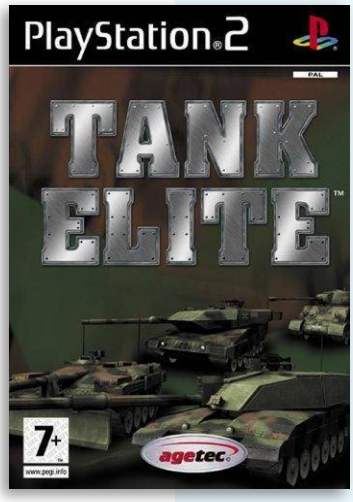


Developer	Sandlot
Publisher	D3Publisher, (eu) Agetec
Release date	(jp) June 26, 2003
Genre	Third-person shooter
Mode	1-2 Players

This was released as Monster Attack in Europe. The game is a third-person action shooter and the first game in the Chikyuu Boueigun/Earth Defense Force series. The player takes the role of an EDF (Earth Defence Force) infantry man to single handily battle hordes of giant bugs, robots and alien ships that have invaded Earth, across 30 missions.

Simple 2000 Series Vol. 32:
The Sensha

6.3



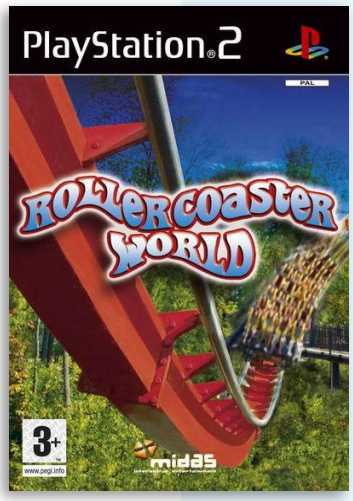
Developer	Vingt-et-un Systems
Publisher	D3Publisher, (eu) Agetec
Release date	(jp) June 26, 2003
Genre	Action
Mode	1-2 Players

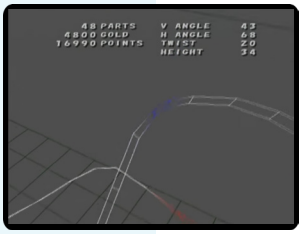
This was released as Tank Elite in Europe. In the game, players take control of a series of tanks spanning from WWII to modern day. With one of 13 armoured tanks, players must fight through the front line as they operate the tank and cannon independently in real-time battles against opposing forces.

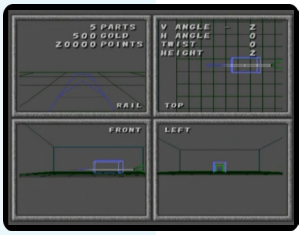
J P

Simple 2000 Series Vol. 33: The Jet Coaster - Yuuenchi Otsukurou!

5.5







Developer	Bimboosoft
Publisher	D3Publisher, (eu) Midas
Release date	(jp) July 24, 2003
Genre	Simulation
Mode	1 Player

This was released as Rollercoaster World in Europe. The game is an Theme Park or Rollercoaster Tycoon style game, where players build their own amusement park and its rollercoasters. Players have to end each month with money on the account. The rollercoasters are designed in a four window 3D view.

There are several other attractions to build, but the focus is on the rollercoasters, which players can ride in 3D. The game includes 3 modes of play: “Challenge mode”, in which players have to construct a rollercoaster which accomplishes a set goal, “Management mode”, which allows players to construct and run an entire amusement park, and a “Quick Ride mode”, where they can ride pre-built roller coasters.

Simple 2000 Series Vol. 34: The Renai Horror Adventure - Hyouryuu Shoujo

8.3

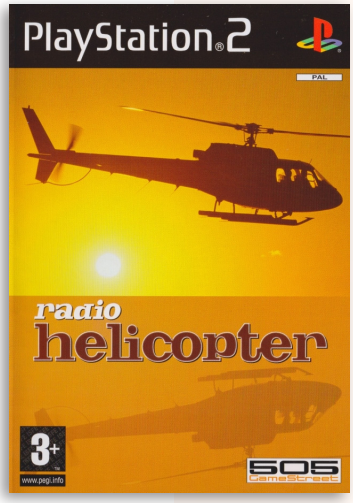
Developer	Siesta
Publisher	D3Publisher
Release date	(jp) July 24, 2003
Genre	Visual novel
Mode	1 Player

The story of the game start with six high-school students who have gathered at an old abandoned building at their school. After entering the building looking for ghosts, an earthquake hits their town, causing the building to collapse and leaving the students trapped beneath the building. Searching for a way out, they discover that they may have found the ghosts they were looking for.

The game is a combination of a Japanese-style visual novel “gal game” and a horror game. Each day, the player must ration food for each of their companions - all of them girls from the protagonist’s school - then choose a partner to go out and search for supplies and information, while doing their best to avoid or fight off the spirits.

Simple 2000 Series Vol. 35: The Helicopter

7.6



Developer	Tomcat System
Publisher	D3Publisher, (eu) 505 Game Street
Release date	(jp) September 25, 2003
Genre	Simulation
Mode	1 Player

This was released as Radio Helicopter in Europe. In the game, players fly around with a remote controlled helicopter and complete chores for people to earn money and improve the helicopter. Players use the dual analog sticks to control the copter, and press the press the R1 button to shoot water.

This game is the sequel to the more challenging and complex PlayStation game, RC Helicopter.

Simple 2000 Series Vol. 36: The Musume Ikusei Simulation - Otousan to Issho

8.6

Developer	Yuki
Publisher	D3Publisher
Release date	(jp) October 9, 2003
Genre	Simulation
Mode	1 Player

The Musume-Ikusei Simulation, or “the daughter-raising simulation”, is use the Princess Maker premise, with a standard modern-day setting instead, where the player has to raise a baby girl until adulthood.

Simple 2000 Series Vol. 37: The Shooting: Double Shienryu

7.2

Developer	Warashi
Publisher	D3Publisher, (eu) Midas
Release date	(jp) October 23, 2003
Genre	Compilation, Shooter
Mode	1-2 Players

This was released as Steel Dragon EX in Europe. It consists of two shoot ‘em up games;
Shienryu (Steel Dragon) - A port of the arcade and Sega Saturn game.
Shienryu Explosion (Steel Dragon Evolution) - a sequel to Steel Dragon previously only released for arcade.

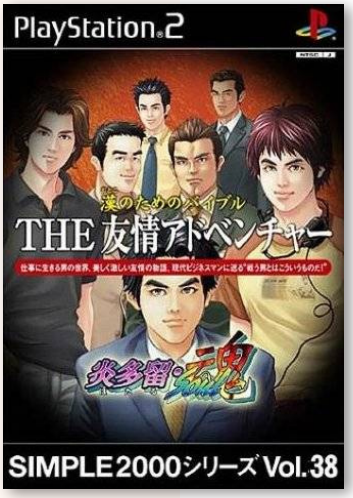
4.0

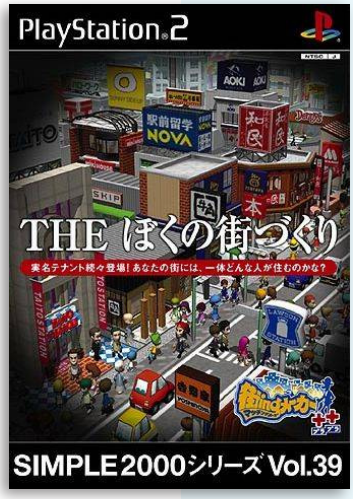
J

Simple 2000 Series Vol. 38: The Yuujou Adventure: Hotaru Soul

Developer	HuneX
Publisher	D3Publisher
Release date	(jp) October 30, 2003
Genre	Adventure
Mode	1 Player

The Yuujou Adventure ~Hotaru Tamashii~ is a port of the Windows game, Futardome II Soul. The protagonist is Takuya Irie, a popular announcer for the BCC TV station. Players will have to manage friendship and gain higher ratings for the TV channel.





Simple 2000 Series Vol. 39: Boku no Machi Zukuri: Machi-ing Maker++

Developer	Indi
Publisher	Media Factory, D3Publisher, (us) Natsume, (eu) Ubisoft
Release date	(jp) September 27, 2001
Genre	Simulation
Mode	1 Player

This game is part of the Metropolismania franchise, known in Japan as Machi-ing Maker. The game was released under a traditional CD-ROM format, uncommon to the PS2.

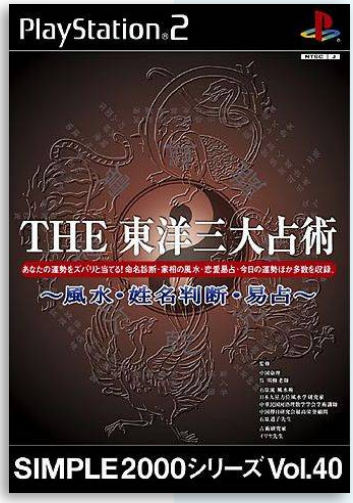
The goal is to grow a town to a target population. There are various goals to complete in each of the five main scenarios. Goals always involve growing the town to a given population, and often ensuring that a percentage of the buildings are of a certain type, i.e. businesses, farms, or amusement facilities. There are also side stories that occur within each scenario, sometimes including bizarre instances involving smuggling rings, a cult, and aliens. When all requirements for the scenario have been met, the player's boss will call to congratulate them and send a letter of resignation, allowing the player to move on to the next scenario.

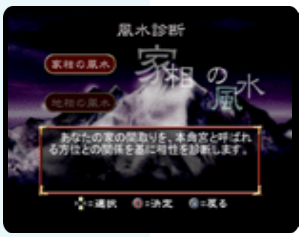
Gameplay also centers heavily on interaction with the in-game characters. Each character has a friendship meter that increases or decreases based on interactions such as "gossip" and giving gifts.

6.3

J N P

Simple 2000 Series Vol. 40:
The Touyou Sandai Uranjustsu





Developer	Game Stage
Publisher	D3Publisher
Release date	(jp) November 6, 2003
Genre	Simulation
Mode	1 Player

This “game” is part of a fortune-telling series that was popular in the Simple 1500 series.

This title contains three different horoscopes. “Feng Shui” gives player a rating of their house. “Faido Feng Shui” is centred around the arrangement of items in a room. And “Facial Feng Shui”, that gives players a fortune telling when they write their name and social status.

J

5.5

Simple 2000 Series Vol. 41:
The Volleyball

Developer	*“unknown”*
Publisher	D3Publisher, (eu) 505 Game Street
Release date	(jp) November 20, 2003
Genre	Sports
Mode	1-2 Players

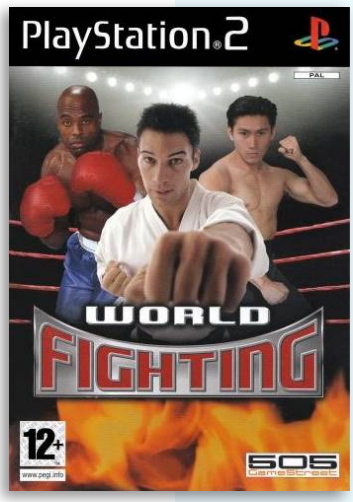
This was released as Volleyball Challenge in Europe. This title is a volleyball game featuring anime characters, based around a world cup of indoor volleyball.

The game feature four different game modes: League, survival, exhibition and training.

J P

Simple 2000 Series Vol. 42:
The Ishu Kakutou Waza

4.6



Developer	HuneX
Publisher	D3Publisher, (eu) 505 Game Street
Release date	(jp) December 18, 2003
Genre	Sports
Mode	1-2 Players

This was released as World Fighting in Europe. The game is a 3D versus fighting game offering several different fighting styles from around the world, including Thai boxing, kung fu, karate and wrestling. Ten different fighters with individual and unique characteristics can be selected for a versus match against another player, the tournament or a survival match.

J P

7.4

Simple 2000 Series Vol. 43: The Saiban

J

Developer	Tomcat System
Publisher	D3Publisher
Release date	(jp) December 11, 2003
Genre	Adventure
Mode	1 Player

In this game, players take the role of a junior lawyer and try to solve ten different scenarios, which all work together to set up a twisting detective story and court drama.

Gameplay involves understanding and convincing the jurors, using diplomacy and among other tools to win the case.

Simple 2000 Series Vol. 44: The Hajimete no RPG

6.4

Developer	HuneX
Publisher	D3Publisher
Release date	(jp) January 29, 2004
Genre	Role-playing
Mode	1 Player

This role-playing game deals with the invasion of a peaceful country. After being unified by a hero 400 years ago, King Magura who governs the southeaster island of Sylvania stirs up trouble and unleashes monsters on the inhabitants of Roldenias. The game features 100 different monster types, character upgrades and experience, 50 different magic spells, and more than 40 weapons.

J

8.6

Simple 2000 Series Vol. 45: Koi to Namida to, Tsuioku to...

J

Developer	HuneX
Publisher	D3Publisher
Release date	(jp) March 18, 2004
Genre	Visual novel
Mode	1 Player

This game is a re-release of Thread Colors: Sayonara no Mukougawa with some extra content. The story is a melancholic autumn story where the protagonist is hospitalized and suffering from amnesia. As the story progress the protagonist will talk to different characters and shape relationships while trying to find out what happened before the amnesia.

Simple 2000 Series Vol. 46: The Kanji Quiz - Challenge! Kanji Kentai

9.0

Developer	Vingt-et-un Systems
Publisher	D3Publisher
Release date	(jp) March 18, 2004
Genre	Trivia
Mode	1-2 Players

This title is a edutainment game for players wishing to learn Kanji. The game will help players improve their Kanji skills and features modes that may let it more entertaining.

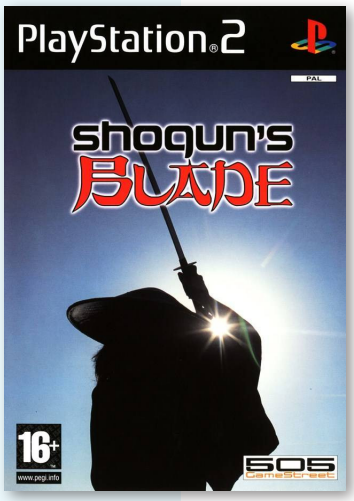
The game also feature a vs. mode for players to test their Kanji knowledge against another player.

J

Simple 2000 Series Vol. 47: The Kassen Gekigahara

6.4

J P



Developer	Tamsoft
Publisher	D3Publisher, (eu) 505 Game Street
Release date	(jp) April 8, 2004
Genre	Action
Mode	1 Player

The game was released as Shogun's Blade in Europe and is set during the Battle of Sekigahara in which the player takes on the role of the young samurais Miyamoto Musashi or Sasaki Kojirou.

The game offers several stages in which the player will take on entire armies including boss units similar tot the Musō series.

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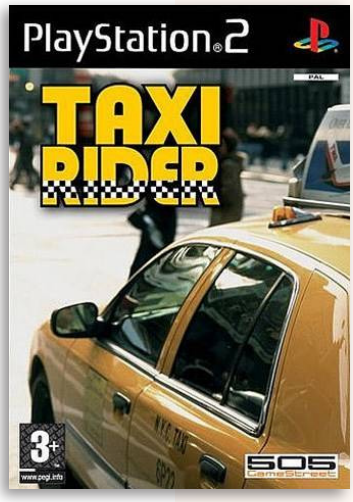
Simple 2000 Series Vol. 48: The Taxi: Utenshu wa Kimi da

7.5



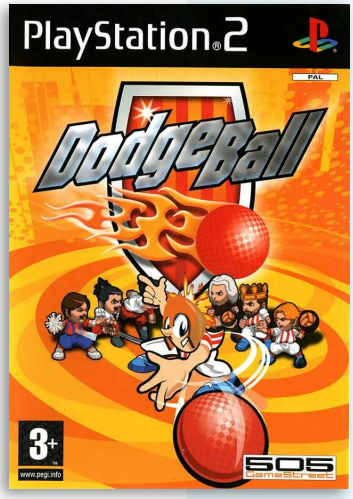
J P

Developer	Tamsoft
Publisher	D3Publisher, (eu) 505 Game Street
Release date	(jp) April 8, 2004
Genre	Simulation, Action
Mode	1 Player

The game was released as Taxi Rider in Europe. The game's concept is similar to that of Sega's Crazy Taxi, in that the player, as a taxi driver, must pick up customers and deliver them to their destination within a fixed time limit. But instead of competing to earn as much money as possible, the player is given a quota which they must earn before the shift ends.

Simple 2000 Series Vol. 49: The Dodge Ball

5.6



Developer	Access
Publisher	D3Publisher, (eu) 505 Game Street
Release date	(jp) April 22, 2004
Genre	Sports
Mode	1-2 (4) Players

The game was released as Dodgeball in Europe. This title is a team dodgeball game. First team to get the other team out is the winner, be it through the one-shot system or a "life system" where the object is to lower the opposition's players health to zero.

Players can choose one of six teams who each represent a certain country, spearheaded by a figure from history or national folklore - Japan (Nobunaga), Germany (Bach), Greece (Pythagoras), Norway (King Harald I), Great Britain (King Arthur) and the United States of America (Wyatt Earp).

Players can go through the single-player World Tournament, play against another player in a Team Battle, or team up with up to three players for a Multi-Player Battle against the computer.

J P

Simple 2000 Series Vol. 50: The Daibijin

5.6

J P

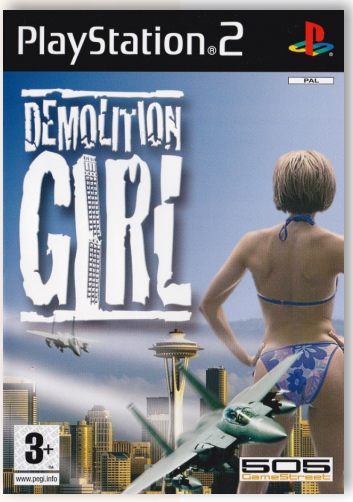
Developer	Tamsoft
Publisher	D3Publisher, (eu) 505 Game Street
Release date	(jp) May 20, 2004
Genre	Action
Mode	1 Player

The Daibijin ("The Large Beautiful Woman") was released as Demolition Girl in Europe.

In the game, the bikini model, Riho, becomes a giant after being stung by a alien jellyfish. Players then are given the task of measuring her dimensions, chasing and then bringing her back down to size.

Players control a Helicopter, Jet and Tank while Riho rampages around Japan causing destruction and mayhem. Gameplay varies from measuring Riho, chasing her down a highway and protecting her sleeping form from alien squids while flying over the ocean.

"mobygames.com"



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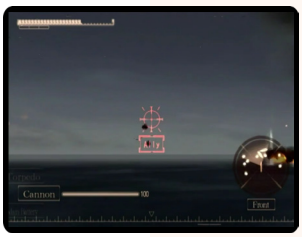
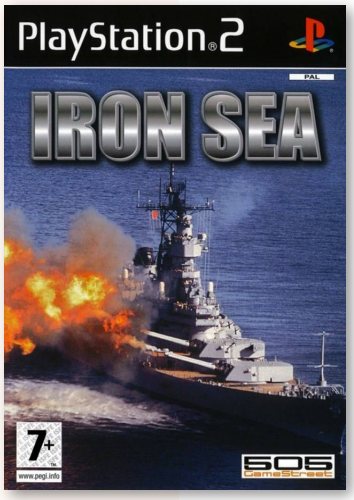
Simple 2000 Series Vol. 51: The Senkan





Developer	Tamsoft
Publisher	D3Publisher, (eu) 505 Game Street
Release date	(jp) May 20, 2004
Genre	Action
Mode	1-2 Players

This game was released as Iron Sea in Europe. It is a single player shooter game played from a first person perspective set during World War II. In the game the player will take command of a flagship and will refight the navel engagements of 1942, 1943 and 1944.

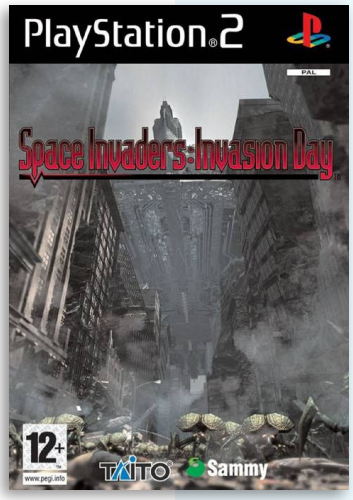
The game offers several historical navel battles to play through and can be played on three difficulty setting : easy, normal and hard. Gameplay includes firing the ships guns and torpedoes at enemy surface ships, submarines and planes.

"mobygames.com"

J P

Simple 2000 Series Vol. 52: The Chikyuu Shinryokugun: Space Raiders

5.8



Developer	Sammy Studios
Publisher	Taito, D3Publisher, (eu) Bigben Interactive
Release date	(jp) December 19, 2002
Genre	Shooter
Mode	1-2 Players

Space Raiders is a third-person shooter taking place after an alien invasion of Earth. The game is a spin-off of Taito's Space Invaders with similar gameplay but in a 3D destroyed city setting.

The player can take control of three character. These are Justin, a youngster knocked out and left for dead after his friends got slaughtered while on the run from the aliens. Ashly, the camerawomen who is trying to find her boyfriend who got missing after the invasion. And Naji the policeman who lost his partner in a fight with the aliens.

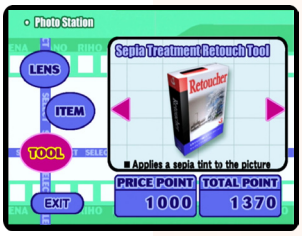
Gameplay includes shooting at the aliens while moving your character along the bottom of the screen while the aliens come towards the player. The player has to move around and evade incoming bullets and aliens.

Cover can be taken behind barrels and other obstacles.

J P

6.1

Simple 2000 Series Vol. 53: The Camera Kozou

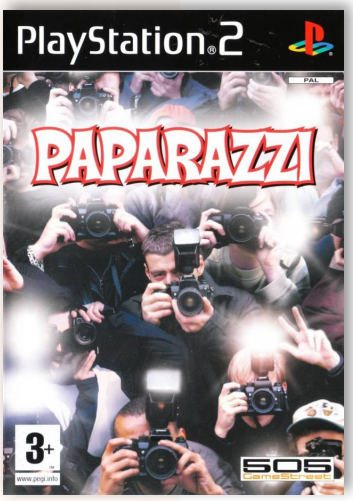


J P

Developer	HuneX
Publisher	D3Publisher, (eu) 505 Game Street
Release date	(jp) June 24, 2004
Genre	Simulation
Mode	1 Player

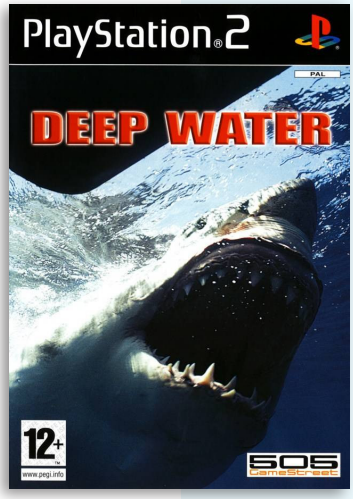
The game was released as Paparazzi in Europe. Paparazzi is a game where players take the role of a photographer who is after great shots of famous models. The gameplay have players go to preset photo shoots, and try to take the best shots of the subject. Players have a choice of three different models to take photographs of: Riho, a sporty girl), Lena, a supermodel, and Nano, an Internet idol.

Initially, players have a basic camera, but as they take better photographs, they can earn more money to upgrade its functionality. New lenses, such as telephoto and wide angle lenses can be used, and a tripod can be purchased to stop shaky hands.



Simple 2000 Series Vol. 54: The Daikaijuu

7.0



Developer	Tamsoft
Publisher	D3Publisher, (eu) 505 Game Street
Release date	(jp) June 24, 2004
Genre	Action
Mode	1 Player

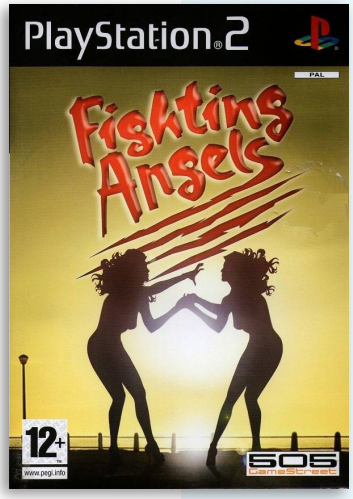
This game was released as Deep Water in Europe. It is a single player action shooter game set in a post-apocalyptic world where the atmosphere has changed after an unspecified disaster. Players now take on the role of a young man named El Shipak who hunts sea monster for a living.

Gameplay includes sailing around the oceans with El Shipaks boat. In the Oceans are floating harbors where supplies like fuel and ammo can be bought to hunt down the monster. Here the player can also buy better guns and upgrade his ship. Missions usually involve sailing to a certain area and gunning down enemies from the deck of the ship. Maneuvering the ship and fighting off the enemies can't be done at the same time. If fighting enemies the player can move freely across the deck of the ship.

J P

Simple 2000 Series Vol. 55:
The Catfight: Joneko Densetsu

6.6



Developer	Tamsoft
Publisher	D3Publisher, (eu) 505 Game Street
Release date	(jp) June 24, 2004
Genre	Fighting
Mode	1-2 Players

This game was released as Fighting Angels in Europe. It is a story-less 3D fighting game featuring an all-female cast. The game is a 1-on-1 fighting game with minor wrestling influences: players can freely move in all directions around the arena, the ropes surrounding the arena can be incorporated into the fighting, and there is ground-based grappling much like in wrestling.

Each character has four attacks - weak and strong punches and kicks - which have three variations each. Besides normal attacks, there are so-called "Sexy Attack", which are weaker than normal attacks but are much flashier and will build the character's "Sexy Gauge". There are also "Plain Attack", which are more traditional but drain the Sexy Gauge. If a character's Sexy Gauge is full, they'll have a chance to use a super-powerful Sexy Combo Attack, which is often powerful enough to completely drain the opponent's health.

The game includes a number of different modes. The main single-player mode is tournament mode, in which the player chooses a character and tries to defeat each opponent in order. There is also a standard versus mode for one or two players, a survival mode, and a practice mode.

J P

Simple 2000 Series Vol. 56:
The Survival Game

4.3

J

Developer	Best Media
Publisher	D3Publisher
Release date	(jp) July 22, 2004
Genre	First-person shooter
Mode	1-2 (4) Players

The game had a planned release in Europe as Light War. The game is a first-person shooter based on the competitive sport Airsoft, which simulates military combat using non-lethal gas-powered firearms. It mimics basic 3-vs-3 team-based combat and rules, with a single hit taking a player out of the game.

"mobygames.com"

6.0

Simple 2000 Series Vol. 57:
The Pro Yakyuu 2004

J

Developer	Tamsoft
Publisher	D3Publisher
Release date	(jp) August 5, 2004
Genre	Sports
Mode	1-2 Players

The game had a planned release European release called Baseballmania. The Pro Yakyuu 2004 ("The Pro Baseball 2004") is a baseball game for PlayStation 2, released as part of the Simple 2000 series in Japan.

In the game, players can choose from 300 players to build up their team.

Simple 2000 Series Vol. 58:
The Gekai

8.0

J

Developer	Vingt-et-un Systems
Publisher	D3Publisher
Release date	(jp) September 2, 2004
Genre	Adventure
Mode	1 Player

This title may had a planned release European release called Emergency Room. The game takes place in a university hospital. The player character is a surgeon who work his way through adventure and surgery sections as players progress through the game's storyline. The surgery parts require that players perform surgery in a time limit in order to progress.

7.0

Simple 2000 Series Vol. 59:
The Uchuujin to Hanashi Sou!

J

Developer	Taito Corporation
Publisher	D3Publisher
Release date	(jp) August 26, 2004
Genre	Simulation
Mode	1 Player

The Uchuujin to Hanasou! ~Uchuujintte naani?~ ("The Let's Speak to an Alien! ~What's an alien?~") The player, as the director of a research institute, have to interact with a small alien who have appeared on earth. Players will have to take care of the alien by giving it food and taking care of it's need and at the same time, conduct research and tests on the alien.

Simple 2000 Series Vol. 60: The Tokusatsu Henshin Hero

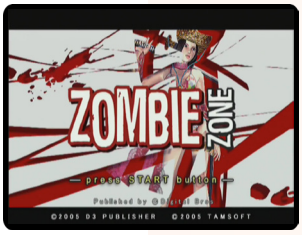
5.8

Developer	Daft
Publisher	D3Publisher, (eu) 505 Game Street
Release date	(jp) September 2, 2004
Genre	Beat-'em-up
Mode	1 Player

This game is known as Power Fighters in Europe. Players will choose between a male or female character and battle against an evil organization. Enemies include a lobster-man, an egyptian woman, a ancient samurai, to name a few. The more the players fight, the more powerful they become. Between stages, players have the possibility to improve their fighting techniques.

Simple 2000 Series Vol. 61: The Oneechanbara

6.5

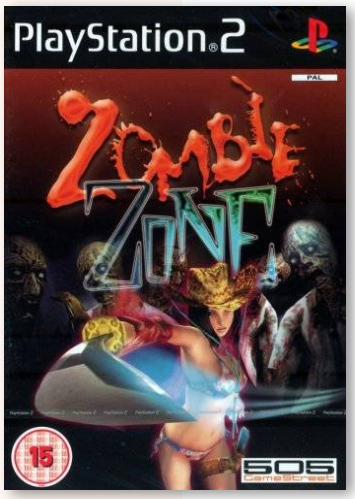


Developer	Tamsoft
Publisher	D3Publisher, (eu) 505 Game Street
Release date	(jp) August 26, 2004
Genre	Beat-'em-up
Mode	1 Player

In The Oneechanbara, known as Zombie Zone in Europe, playrtd control Aya, a young girl who has lived with her father. An excellent swordsman, he has left his wife and the daughter Saki to live in a secluded place, teaching Aya sword techniques. When his wife died, Saki blamed the father for her death. She kill her own father, and went off to find an artifact to resurrect her mother. Now Aya must stop her Saki and avenge her father's death.

The gameplay is hack-and-slash with some advanced things put in. Players will be fighting against zombies, so the enemies are not very smart. It's basically Aya against a very large number of slowl moving enemies, similar to Dynasty Warriors. There is a feature called "sword fatigue": if players don't clean their sword in time, it will get stuck in an enemy, giving him an advantage over Aya. There are also slight RPG elements. Players can upgrade their characters by collecting orbs dropped by defeated enemies. At the end of each level, they can use the orbs to make Aya more powerful. Sometimes the enemies drop red orbs; if players collect enough of them, Aya turns into a demon. Her attacks become more powerful, but they also take away from her health.

"mobygames.com"



8.2

Simple 2000 Series Vol. 62:
The Super Puzzle Bobble DX

Developer	Taito Corporation
Publisher	D3Publisher
Release date	(jp) September 22, 2004
Genre	Compilation
Mode	1-2 Players

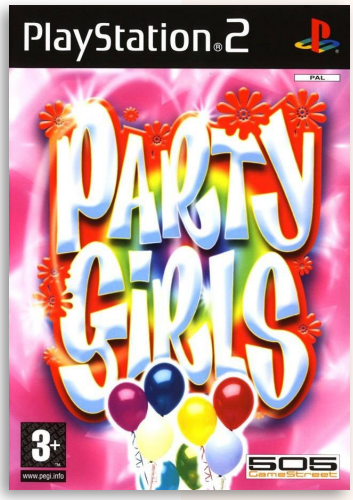
The Super Puzzle Bobble DX is a compilation of Super Puzzle Bobble 1 and 2. This compilation includes a few graphical enhancements.

Like the original release, Super Puzzle Bobble gameplay is essentially the same as the rest of the tile-matching arcade puzzle series.

J

Simple 2000 Series Vol. 63:
The Suieitaikai

6.3



Developer	Tamsoft
Publisher	D3Publisher, (eu) 505 Game Street
Release date	(jp) September 30, 2004
Genre	mini-games
Mode	1-2 Players

This game, known as Party Girls in Europe, is similar to the Without Limits show. Games players can compete in are all water connected. Each competition consists of five mini-games and the players must win all five in order to win. After they win, they get extra swimsuits to wear. Players can play versus another player or the CPU in different mini-games.

J P

6.3

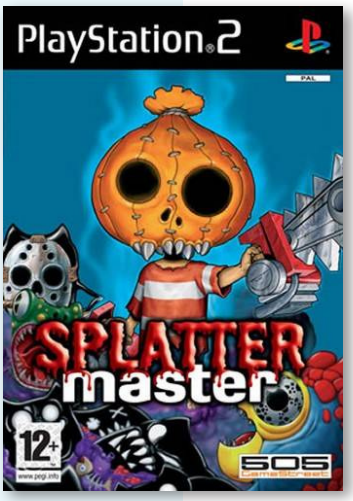
Simple 2000 Series Vol. 64:
The Splatter Action

Developer	Vingt-et-un Systems
Publisher	D3Publisher, (eu) 505 Game Street
Release date	(jp) October 14, 2004
Genre	Beat 'em up
Mode	1 Player

This 3D beat-'em-up-platformer hybrid was released as Splatter Master in Europe and stars a pumpkin-headed scarecrow.

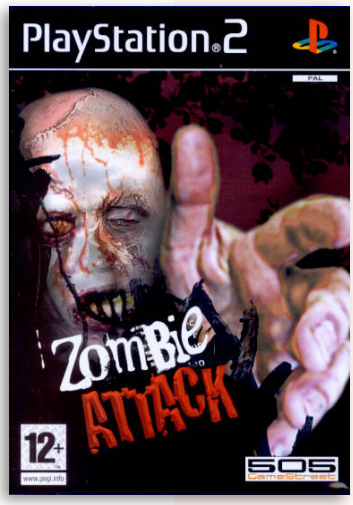
The scarecrow will go through seven levels while fighting hordes of enemies. Players can use fists and kicks to fight enemies, along with a spinning attack with his chainsaw. Buy using gold dropped by enemies players can buy different upgrades.

J P



Simple 2000 Series Vol. 65:
The Kyonshi Panic

3.9



Developer Tamsoft
Publisher D3Publisher, (eu) 505 Game Street
Release date (jp) October 14, 2004
Genre Action
Mode 1 Player

The Kyonshi Panic, known as Zombie Attack in Europe, is a 3D action game played from a birds eye perspective in which the player takes control of the female zombie hunter Fu Yue.

In the game the player has to fight zombies and along the way pick up survivors and guide them to the end of the map. The game offers seven levels and a variety of different zombies.

J P

Simple 2000 Series Vol. 66:
The Party Unou Quiz

7.7

J

Developer Kero, IMJ Entertaiment
Publisher D3Publisher
Release date (jp) November 11, 2004
Genre Trivia, Mini-games
Mode 1-4 Players

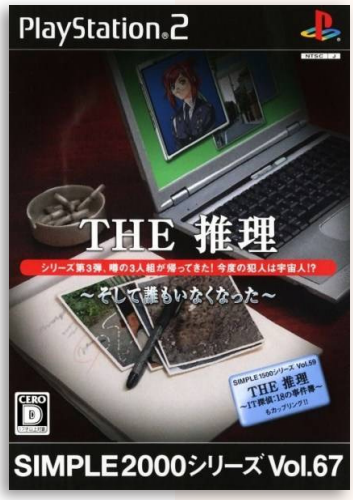
The Party Unou Quiz is a mini game collection which aim to exercise the mind with puzzles designed to train the right sided brain functions.

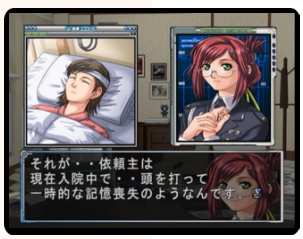
A total of 30 mini-games are featured which are comprised of color matching, pattern matching, counting exercises, which shape doesn't match the others, among others.

"psxdatacenter.com"

Simple 2000 Series Vol. 67:
The Suiri
~Soshite Daremo Inakunatta

7.8





J

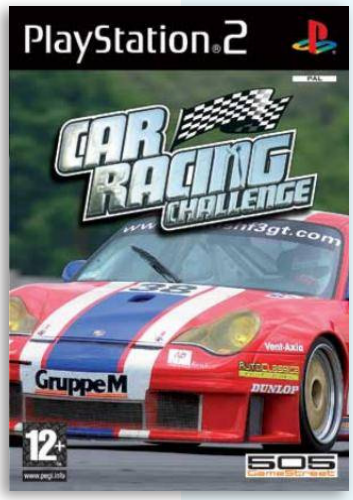
Developer Tomcat System
Publisher D3Publisher
Release date (jp) November 11, 2004
Genre Adventure
Mode 1 Player

This detective adventure is the sequel to Simple 2000 Series Vol. 17 and also include the first game in the series, first released on PlayStation as Simple 1500 Series Vol. 59: The Suiri.

Player take the role of a detective that have to unravel the mystery of incidents.

Simple 2000 Series Vol. 68: The Tousou Highway: Nagoya - Tokyo

7.9



J P

Developer Tamsoft
Publisher D3Publisher, (eu) 505 Game Street
Release date (jp) December 9, 2004
Genre Racing
Mode 1 Player

Initially released in Japan by D3 Publisher as Simple 2000 Series Vol. 68: The Tousou Highway: Nagoya - Tokyo in Japan in 2004, this game was later distributed by 505 Games in Europe rebranded as Car Racing Challenge.

The player takes on the role of detctive Oogawara in his attempt to travel from Nagoya to Tokyo in under four hours with the ultimate goal of clearing the name of a Parliament member framed by a corrupt politician. Along the way, the detective must evade police and gather briefcases of evidence, most of which must be obtained by destroying target cars when they appear.

Vehicles are largely disposable and will eventually run out of fuel or be destroyed. When this occurs, the player can go on foot and commandeer any other non-police vehicle.

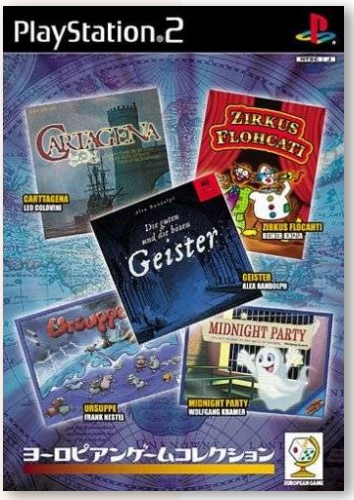
There are also two weather effects that the player must contend with during the game - fog which will obscure objects in the distance and rain which will reduce tire traction making vehicles more difficult to control.

"giantbomb.com"

Simple 2000 Series Vol. 69: The Board Game Collection

8.4

J



Developer Tomcat System
Publisher D3Publisher
Release date (jp) September 18, 2003
Genre Board
Mode 1-4 Players

The Board Game Collection, previously released by D3 as European Game Collection, includes games, mostly known in Germany: Geister, Cartagena, Midnight Party, Zirkus Flohcati and Ursuppe. Each game is a different board game with their own rules.

The game also includes a tutorial.

Simple 2000 Series Vol. 70: The Kanshikikan

8.8

Developer	Tomcat System
Publisher	D3Publisher
Release date	(jp) February 17, 2005
Genre	Adventure
Mode	1 Player

This title is am adventure game with a detective setting. The player takes the role of a female forensic that has to solve 10 different cases by heading to the crime scene and collecting evidence and fingerprints which are then handed off to an expert for analysis. Her job is to manage evidence and string together a correct picture of the crime.

"psxdatacenter.com"

J

Simple 2000 Series Vol. 71: The Fantasy Renai Adventure: Kanojo no Densetsu

8.8

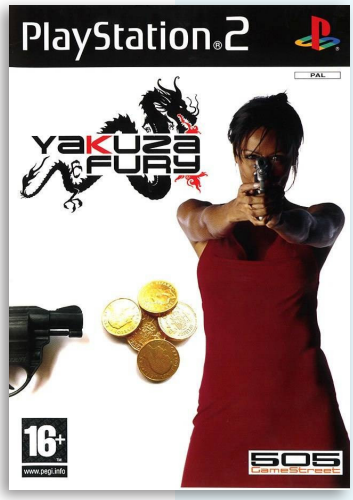
J

Developer	Best Media
Publisher	D3Publisher
Release date	(jp) February 17, 2005
Genre	Visual novel
Mode	1 Player

This visual novel revolves around a young salaryman, who, bored with his life, gets transported to a fantasy kingdom after opening a unknown program on his work computer. In this strange world, he is summoned by five young girls as a saviour. With no possibility to return home he is forced to join them on their adventure.

Simple 2000 Series Vol. 72: The Ninhaza

6.4



Developer	Vingt-et-un Systems
Publisher	D3Publisher, (eu) 505 Game Street
Release date	(jp) February 17, 2005
Genre	Beat-'em-up
Mode	1-2 Players

In this game, released as Yakuza Fury in Europe, players take the role of Yakuza soldier. The game is a beat-em 'up with role-playing elements. At the start of each chapter, the player are free to roam around town, shop, talk to NPCs and fight punks for money. After starting a story mission, the game goes to a side-scrolling level usual in this type of the genre.

J P

6.5

Simple 2000 Series Vol. 73: The Saiyuki Saruden

Developer	Tamsoft
Publisher	D3Publisher
Release date	(jp) March 17, 2005
Genre	Beat'em up
Mode	1 Player

The Saiyuki Saruden is based on the Chinese classical novel Journey to the West and the Monkey King, Sun Wukong.

The game requires players to protect the priestess Tripitaka from maurading demons with help from Pigsy, Sandy and Dragon.

J

Simple 2000 Series Vol. 74: The Oujisama to Romance - Ripple no Tamago

8.5

Developer	HuneX
Publisher	D3Publisher
Release date	(jp) June 12, 2003
Genre	Visual novel
Mode	1 Player

Ripple no Tamago is set in the Avenchurin Kingdom.. After an accident befell the kingdom, their prince Legrand fell into a deep. Six princes of six different the countries, Water, Fire, Wind, Earth, Flowers, and Snow tag along with an magician to to power up a magic stone that will dispel Legrand's curse.

J

Simple 2000 Series Vol. 75: The Tokudane

7.4

J

Developer	Tomcat System
Publisher	D3Publisher
Release date	(jp) March 31, 2005
Genre	Board
Mode	1-4 Players

In The Tokudane ("The Exclusive News ~Japan National Scoop Islands~"), the player is a "Gossip Daily" reporter with the mission to search for special money all over the country by using a roulette. The object is to get local specials, medium nets and small nets and bring them to the gossip daily report to get rewards. Up to 4 players can play simultaneously by using multi-tap.

Simple 2000 Series Vol. 76:
The Hanasou Eigo no Tabi

7.9

Developer HuneX
Publisher D3Publisher
Release date (jp) April 14, 2005
Genre Trivia
Mode 1 Player

The Hanasou Eigo no Tabi ("The Spoken English Journey") is a edutainment adventure game with the aim to teach Japanese players English by going on a trip around America.

All text is in English to Japanese, with a variety of conversation patterns from simple English to slightly complex English.

J

Simple 2000 Series Vol. 77:
The Hanasou Kankokugo no Tab

8.0

Developer HuneX
Publisher D3Publisher
Release date (jp) April 14, 2005
Genre Trivia
Mode 1 Player

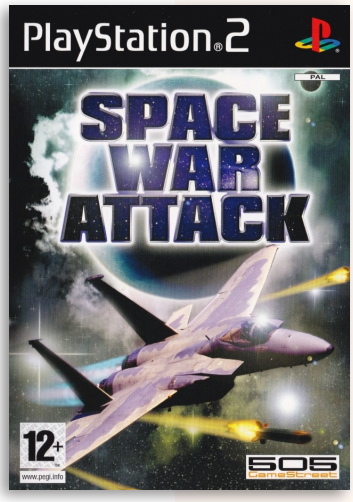
Like the previous game, The Hanasou Kankokugo no Tabi (" The Spoken Korean Journey") is another edutainment adventure game with the aim to teach Japanese players Korean by going on a journey to Hangul.

Players can communicate characters where text is Korea to Japanese.

J

Simple 2000 Series Vol. 78:
The Uchuu Daisensou

7.2

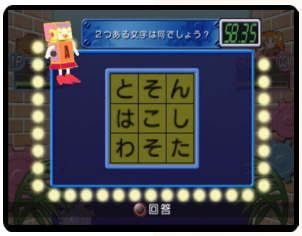


Developer Bit Town
Publisher D3Publisher, (eu) 505 Game Street
Release date (jp) May 26, 2005
Genre Shooter, Simulation
Mode 1-2 Players

This game, known as Space War Attack in Europe, was released after the success of Sandlot's The Earth Defense Force (Simple 2000 Series Vol. 31), and despite being developed by a different studio and belonging to a different genre, it shares a similar setting and style, in addition to featuring the eponymous Earth Defense Force organization.

J P

8.5



J

Simple 2000 Series Vol. 79: The Party Quiz: Akko ni Omakase

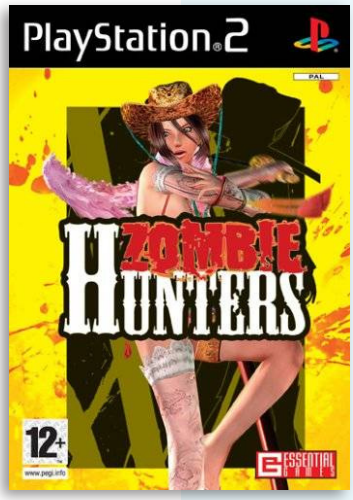
Developer Tamsoft
Publisher D3Publisher
Release date (jp) October 20, 2005
Genre Trivia
Mode 1-4 Players

Akko ni Omakase! The Party Quiz ("Leave it to Akko! The Party Quiz") is set up like a television quiz show, with over 1000 questions included. In addition to a couple of single player quiz modes, the game lets up to eight players get together for multiplayer play using the multitap. The game includes four unique types of quizzes.

"ign.com"

Simple 2000 Series Vol. 80: The Oneechanpuruu

6.8



J P

Developer Tamsoft
Publisher D3Publisher, (eu) Essential Games
Release date (jp) June 23, 2005
Genre Action
Mode 1 Player

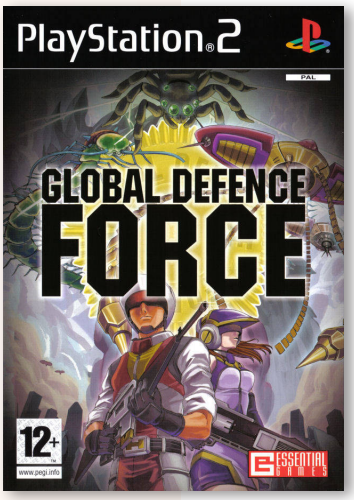
The Oneechanpuruu, known as Zombie Hunters in Europe, is an upgraded version of The OneeChanbara/Zombie Zone and includes two new characters: D3 Publisher idol Riho Futaba and her younger sister Makoto.

Chanpurū is the name of an Okinawan meal, while oneechan means "big sister".

8.3

J P

Simple 2000 Series Vol. 81: The Chikyuu Boueigun 2



Developer Sandlot
Publisher D3Publisher, (eu) Essential Games
Release date (jp) July 28, 2005
Genre Shooter
Mode 1-2 Players

This is te second game in the The Chikyuu Boueigun series, renamed Global Defence Force for its English release.

Global Defence Force is a third-person action shooter. Players may choose from either an GDF infantryman or the flight-capable Pale Wing, each with different abilities and dozens of weapons each.

Simple 2000 Series Vol. 82:
The Kung Fu

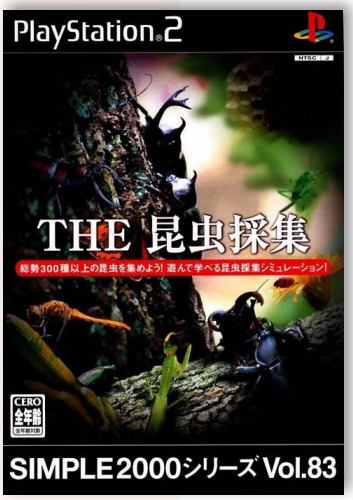
6.7

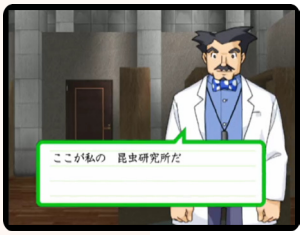
Developer Vingt-et-un Systems
Publisher D3Publisher, (eu) 505 Game Street
Release date (jp) July 28, 2005
Genre Action
Mode 1 Player

The Kung Fu is split into four parts with a setting reminiscing of old Chinese and Jackie Chan movies. The player-character will fight with kung fu, swords and sticks, among other fighting styles.

The game also feature training moments were players take part in 10 different kinds of mini-games.

Simple 2000 Series Vol. 83:
The Konchuu Saishuu





Developer Crossroad
Publisher D3Publisher
Release date (jp) September 8, 2005
Genre Simulation
Mode 1 Player

Players take control of a scientist who is in charge of bug collecting. After all the bugs escaped from the lab, the scientist have to collect the same type of the bugs that have escaped. The setting of the game takes place during summer vacation and the player adopts the persona of a boy with a fascination for insects. A blue-haired girl plays the part of a rival who also collect specimens for the lab.

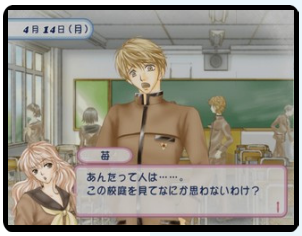
There are over 300 insects that may be hunted and captured in Konchu Saishuu including rhinoceros beetles, grasshoppers, butterflies, and praying mantis. Players wield a net attached to a long stick to catch the insects. Exploratory sessions may take place during the day or night - the time difference changes the types of insects that are out and foraging for food or performing their reproductive rituals.

Once an insect is captured, an informative color-coded data card is created which lists the stats and dimensions of the bug. If the insect has a song or special sound, an audio tidbit may also be listened to. The scientist also holds insect lectures where one may learn more about the insects. A VS mode is also available where players can fight each other whit two insects.

"shopncsx.com"

8.3

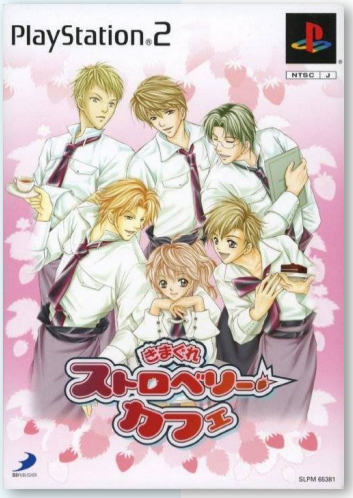
Simple 2000 Series Vol. 84: The Boku ni Oma Cafe - Kimagure Strawberry Cafe



J

Developer Vingt-et-un Systems
Publisher D3Publisher
Release date (jp) October 9, 2003
Genre Simulation, Visual novel
Mode 1 Player

In Kimagure Strawberry Cafe players take control of Ichigo Mizuhara, who's luck left him when his parents suddenly decide to have a trip for a whole year. Now he is in charge of a cafe that his parents left him. Helping him in his cafe is his childhood friend and his underclassmen. The game follows the usual visual novel/simulation gameplay.



Simple 2000 Series Vol. 85: The Sekai Meisaku Gekijou Quiz

8.1

Developer Warashi
Publisher D3Publisher
Release date (jp) August 25, 2005
Genre Trivia
Mode 1-2 Players

The 85th volume of D3's Simple 2000 series is a quiz game featuring questions from 22 years of anime, totaling over 23 productions. The game includes over 5000 questions from different properties. The game includes summaries of the original works which provide hints to performing well in the question sessions.

"ign.com"

J

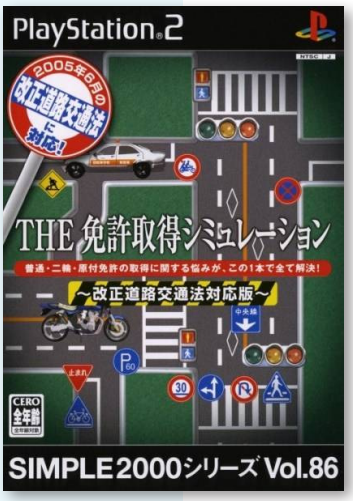
Simple 2000 Series Vol. 86: The Menkyou Shutoku Simulation

8.4

J

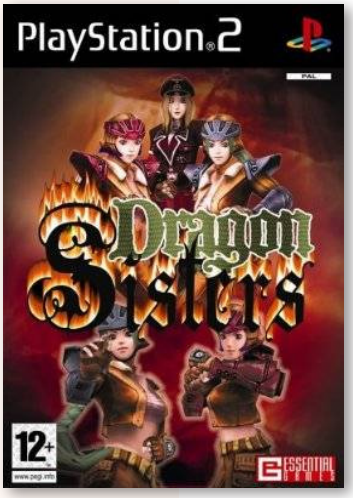
Developer Vingt-et-un Systems
Publisher D3Publisher
Release date (jp) October 6, 2005
Genre Simulation
Mode 1 Player

The Menkou Shutoku Simulation ~Dourokoutsuuhou Taiouban~ ("The License Acquisition Simulation ~Version for Revised Road Traffic Laws~") is a continuation of Simple 2000 Series Vol. 25, where players learn about traffic rules. The game was released because of the revised Road Traffic Act, which was implemented in June of the same year.



Simple 2000 Series Vol. 87: The Nadesico

6.3



J P

Developer Tamsoft
Publisher D3Publisher, (eu) 505 Game Street
Release date (jp) November 10, 2005
Genre Beat-'em-up
Mode 1-2 Players

Dragon Sisters is set 100 years after the great war, and the East Asian state is not doing very well. Constant wars and natural disasters have crippled its economy, so they decide to attack the neighbouring Empire in hope of kidnapping some scientists and other skilled individuals. As Empire is a peace-loving country, East Asia defeats their forces in just three days. Luckily there are Kiku and Hanna, two highly trained cyborg soldiers with only one objective: to protect Empire and its citizens.

Dragon Sisters is a 2.5D beat 'em up. It plays on a 2D fighting pane, similar to the likes of Streets of Rage and Double Dragon although the game is rendered with 3D graphics produced by the Playstation 2 hardware. There are ten stages, all of which are introduced with a text opening and all with their own end boss. Dragon Sisters can also be played co-operatively with another player or alone in single player.

As players progress through Dragon Sisters they earn red souls by killing the East Asian robot forces which can be used to level up health, attack, defense and other gameplay attributes. Players can also ulock more moves with the points they earn and do more complicated special attacks in the process. By completing levels they furthermore unlock bonus missions which can be played and completed at leisure.

Dragon Sisters plays much like other sidescrolling fighters and beat 'em ups, including Konami's Turtles in Time and X-Men arcade. Life is represented by a health meter and players can move freely around a sidescrolling background. There is punch attack and a kick attack which can be chained to make combos.

The Dragon Sisters are featured in All-Star Fighters, a one-on-one fighting game which compiles a number of D3 series characters as combatants similar to the Capcom Vs series and Nintendo's Smash Brothers games.

"giantbomb.com"

6.9

Simple 2000 Series Vol. 88: The Mini Bijo Keikan

Developer Daft
Publisher D3Publisher
Release date (jp) November 10, 2005
Genre Beat-'em-up
Mode 1 Player

In The Mini Bijo Keisatsu ("The Mini Suke Police") players control Momo Samejima, a special forces agent. Her mission is to assassinate the leader of an organization that's secretly selling a potent new drug, Perorin. She will make use of guns and grenades as she sneak into a city and face off against enemies.

"GXZ95@youtube.com"

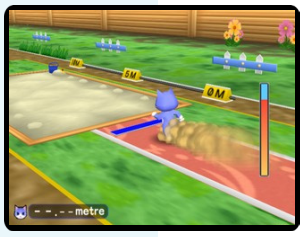
Simple 2000 Series Vol. 89: The Party Game 2

5.0

Developer D3Publisher
Publisher D3Publisher, (eu) Essential Games
Release date (jp) November 10, 2005
Genre Party, Mini-games
Mode 1-4 Players

The Party Game 2, known as Party Carnival in Europe, is a party game by HuneX and released by D3Publisher and Essential Games in Europe. The game includes 40 simple, and mostly fast tapping, mini-games.

The game also feature multi-player mode for up to 4 players.



6.8

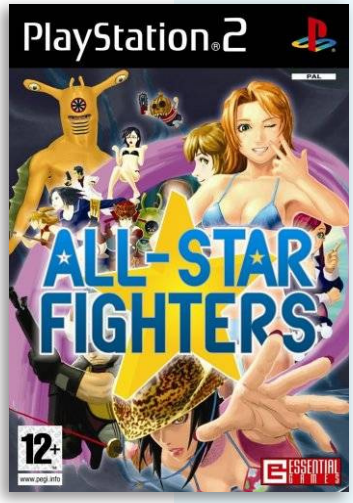
Simple 2000 Series Vol. 90: The Oneechanbara 2

Developer Tamsoft
Publisher D3Publisher
Release date (jp) December 22, 2005
Genre Beat-'em-up
Mode 1-2 Players

The second game in the Onechanbara series, though the third in the franchise, The Oneechanbara 2 builds on the engine established in the original game, Zombie Zone. This time, Aya is joined by her sister, Saki, and the mysterious Reiko as they must find the cause of a second Zombie outbreak.

Simple 2000 Series Vol. 91: The All Star Kakutou

6.3



Developer	D3Publisher
Publisher	D3Publisher, (eu) Essential Games
Release date	(jp) December 15, 2005
Genre	Fighting
Mode	1-2 Players

All-Star Fighters, as it is known in Europe, brings together characters and locales from many different Simple 2000 games in a bizarre fighting tournament.

Some of the characters include; Riho Futaba (D3's mascot), Shin Fuyue (Vol. 65), Princess Shaval (Vol. 44) and Namedethgar (Vol. 60).

J P

Simple 2000 Series Vol. 92: The Noroi no Game

4.3

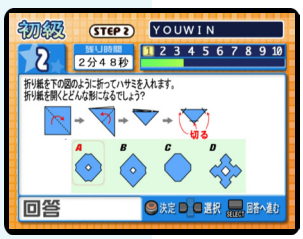
J

Developer	HuneX
Publisher	D3Publisher
Release date	(jp) December 8, 2005
Genre	Adventure
Mode	1 Player

This is a budget-priced release, part of a series in the the Simple 2000 line featuring licensed characters and famous figures.

The Noroi no Game merges live-action horror movies with horror sound novels. The game is about a cursed game - the very game the player is playing. Players have to solve puzzles to avoid the horror and work their way to a good ending.

Simple 2000 Series Vol. 93: The Unou Drill



J

Developer	Luxe
Publisher	D3Publisher
Release date	(jp) March 9, 2006
Genre	Puzzle
Mode	1 Player

The Unou Drill ("The Right-Brain Drill") is a quiz game supervised by the college professor Mitsuo Kodama. The game includes different game modes, including a mode that measures the IQ based on test scores. For all these levels, players can select to play on three difficulty settings.

The game had a planned EU release but it was later cancelled.

5.1

J

Simple 2000 Series Vol. 94: The Aka-Champion - Come On Baby

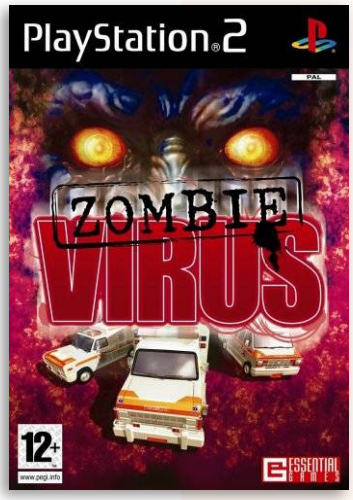
Developer	ExPotato
Publisher	D3Publisher
Release date	(jp) December 29, 2005
Genre	Sports, Mini-games
Mode	1-2 Players

The setup of this game revolves around dairy companies that have made “super milk” which makes babies super strong. These babies enter different sporting events which test their newfound athleticism. Players may choose one of six babies and compete in 30 different sporting events based on Summer and Winter challenges.

Simple 2000 Series Vol. 95: The Zombie vs. Kyuukyuusha

7.0

J P



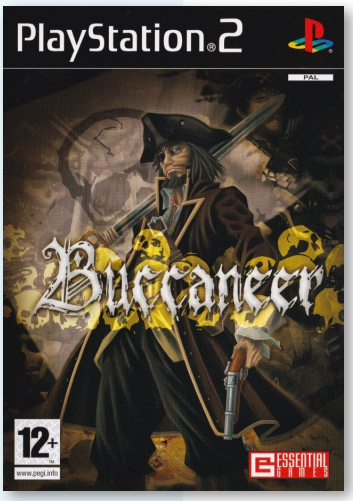
Developer	Vingt-et-un Systems
Publisher	D3Publisher, (eu) Essential Games
Release date	(jp) February 9, 2006
Genre	Action
Mode	1 Player

Zombie Virus, as it is called in Europe, is a action-driving game. Zombies have taken over Sunlight City and it’s up to a young medical student to get behind the wheel of his ambulance and look for survivors in the dead city. Players must rescue engineers and mechanics so they can upgrade their ambulance with front and wheel mounted blades, rockets and brighter lights.

5.7

J P

Simple 2000 Series Vol. 96: The Kaizoku - Gaikotsu Ippaire~tsu!

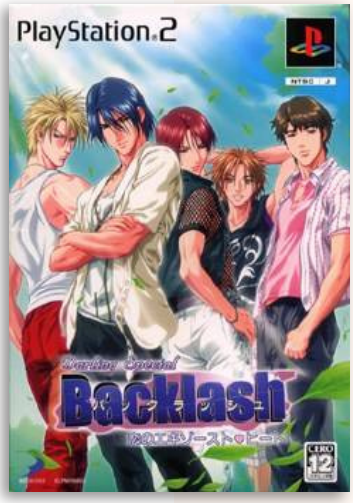


Developer	DigitalWare
Publisher	D3Publisher, (eu) Essential Games
Release date	(jp) April 6, 2006
Genre	Action
Mode	1 Player

The Oneechanpuruu, known as Buccaneer in Europe, gameplay is opened to a map screen of the Demonic Waters along with the ship that players sail. The aim is to defeat the haunted ships and discover the treasures aboard in order to progress the story further and enlarge the map to open new areas.

Simple 2000 Series Vol. 97:
The Koi no Engine

6.7



Developer	D3Publisher
Publisher	D3Publisher
Release date	(jp) March 23, 2006
Genre	Visual novel, Simulation
Mode	1 Player

Previously released by D3 as Darling Special: Backlash ~Koi no Exhaust Heat~ is a love sim that put players into a reporter who, attempting to connect better with her readers, sets out for a series of interviews with a motor sports racing team. She find that not only does the team consist of a charming group of men, but the team leader in particular seems to be “the one.”

J

Simple 2000 Series Vol. 98:
The Roman Sabou

6.0

J

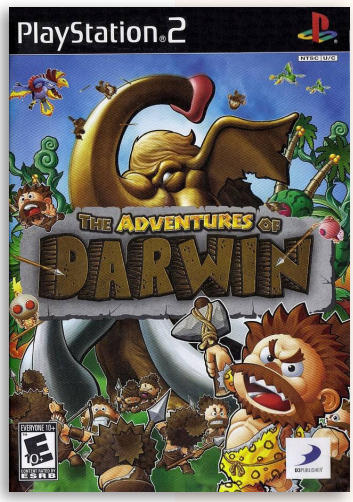
Developer	Vingt-et-un Systems
Publisher	D3Publisher
Release date	(jp) March 23, 2006
Genre	Visual novel, Simulation
Mode	1 Player

In The Roman Sabou, the player, with the help of five boys, will have to search for ingredients for the confectionery store, with the overall goal to win the “Best Confectionery Convention” one year later.

The game follow the usual visual novel/simulation gameplay with the option of getting romantically involved with one of the five guys.

Simple 2000 Series Vol. 99:
The Genshijin

5.3



J N P

Developer	Vingt-et-un Systems
Publisher	D3Publisher, (eu) Essential Games
Release date	(jp) April 27, 2006
Genre	Real-time strategy
Mode	1 Player

During the game the player is directly in control of the monkey, Darwin, but can also command the followers directly around him. These followers can be commanded to attack animals, carry items, or complete tasks such as building ramps and bridges. Finding items while exploring can increase Darwin’s stats and the number of followers he can bring with him.

8.3

Simple 2000 Series Vol. 100: The Otoko Tachi no Kijuu Houza

J

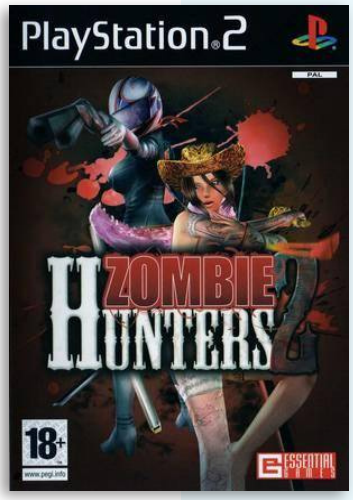
Developer	Opus
Publisher	D3Publisher
Release date	(jp) June 29, 2006
Genre	Shooter
Mode	1-2 Players

Players take control of a gunner on a spaceship. They can move the sight of their gun and choose from different point of view, and shoot down enemies that includes fighter ships, robots, huge battleships, among other things

Players will also take control of different machine guns situated at different ships.

6.8

Simple 2000 Series Vol. 101: The Oneechanpon: The Oneechan 2 Special Edition



J P

Developer	Tamsoft
Publisher	D3Publisher, (eu) Essential Games
Release date	(jp) June 29, 2006
Genre	Beat-'em-up
Mode	1-2 Players

The fourth game in the Onechanbara, Zombie Hunters 2 is an upgraded version of The Oneechanbara 2 much like Zombie Hunters was an upgraded version of Zombie Zone. The game feature a few changes including additional characters and costumes to the game.

7.2

Simple 2000 Series Vol. 102: The Fuhyou: Senjou no Inu Tach

J P

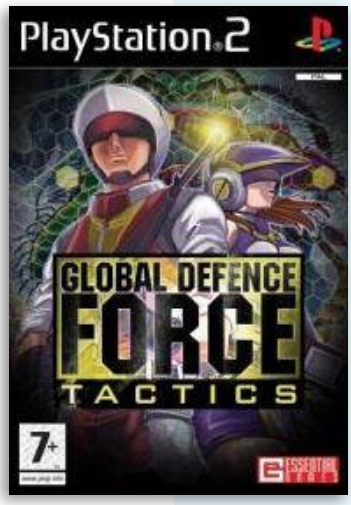
Developer	Tamsoft
Publisher	D3Publisher, (eu) Essential Games
Release date	(jp) August 3, 2006
Genre	Third-person shooter
Mode	1 Player

Covert Command is a third person shooter set during World War II. In the game the player will take on the role of an unexperienced soldier that is send to the battlefield.

The game offers a total of thirty missions witch usually involve killing all enemies, destroying a certain target or completing the mission in a set time.

Simple 2000 Series Vol. 103: The Chikyuu Boueigun Tactics

5.8



Developer	ThinkArts
Publisher	D3Publisher, (eu) Essential Games
Release date	(jp) July 27, 2006
Genre	Turn-based strategy
Mode	1 Player

Players assume the role of GDF Commander and control GDF units in turn-based missions against the giant bug menace. Missions take place on 2D hex-maps, with attacks depicted by brief animated cutscenes.

The game has 50 stages and 250 different weapons.

J P

Simple 2000 Series Vol. 104: The Robot Tsuku Rouze! - Gekitou! Robot Fight

9.3

J

Developer	HuneX
Publisher	D3Publisher
Release date	(jp) August 10, 2006
Genre	Action
Mode	1-2 Players

In The Robot Tsuku Rouze! - Gekitou! Robot Fight, players can make their own robot in this simulation, selecting between three sizes and over 282 parts (62 body, 61 arms, 62 legs, 82 heads and 15 emblems). Once they've made a robot, they can use it in the game's versus mode.

Simple 2000 Series Vol. 105: The Maid Fuku to Kikanjuu

7.2

Developer	Rideon
Publisher	D3Publisher
Release date	(jp) August 10, 2006
Genre	Beat-'em-up
Mode	1 Player

In The Maid Fuku to Kikanjuu ("The Maid Outfit and Machine Gun") players take control of a cyborg maid fighting other cyborgs to save her master from evil robots.

Players can modify the main weapon when they clears a stage. Players can also gain hidden equipment by reaching different conditions.

J

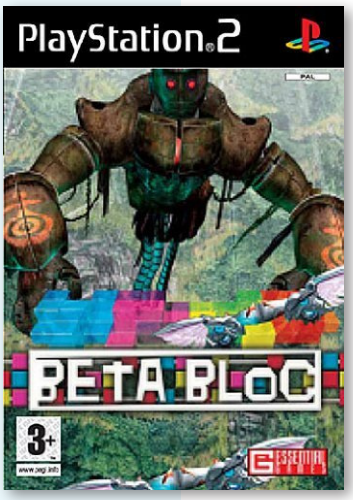
7.6

J P

Simple 2000 Series Vol. 106: The Block Kuzushi Quest - Dragon Kingdom

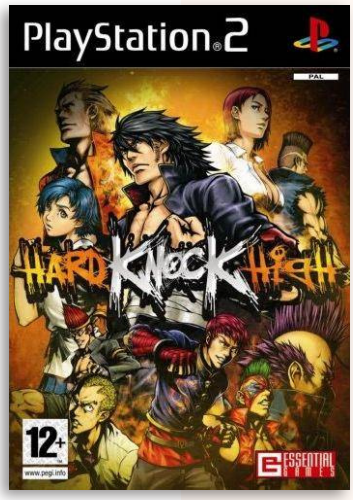
Developer Tamsoft
Publisher D3Publisher
Release date (jp) September 14, 2006
Genre Action
Mode 1-2 Players

Beta Bloc, as it is known as in Europe, feature a mix of RPG and brick-breaking gameplay. Players will earn experience points and level up as they clear each stage. They can also use special moves and battle boss enemies at the end of each zone. The game feature 120 levels.



Simple 2000 Series Vol. 107: The Honoo no Kakutou Banchou

5.8



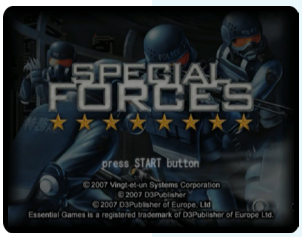
Developer Opus
Publisher D3Publisher, (eu) Essential Games
Release date (jp) September 14, 2006
Genre Action
Mode 1-2 Players

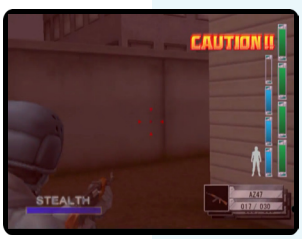
Simple 2000 Series Vol. 107: The Honoo no Kakuto Bancho, known as Hard Knock High in Europe, is a fighting game released only in Japan and Europe.

Players, as Gripper, must take control of the nine institutes, challenging the leader of each to a fight. They must punch, kick, spider and struggle to reach the top.

J P

7.5





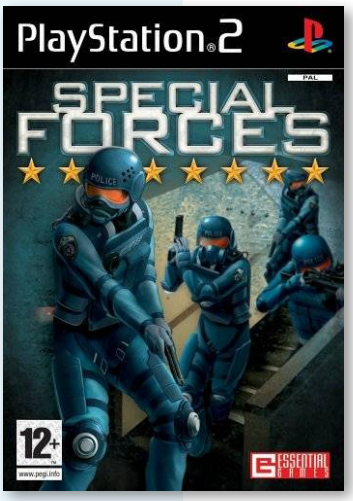
J P

Simple 2000 Series Vol. 108: The Nippon Tokushubutai

Developer Vingt-et-un Systems
Publisher D3Publisher, (eu) Essential Games
Release date (jp) September 14, 2006
Genre Action
Mode 1 Player

Also known as Special Forces, the game uses stealth-action similar to the original Splinter Cell and a cover system similar to kill.switch.

Players is part of Japan's Special Forces and will chase terrorists through the country. Players must attempt to capture the enemies and rescue the hostages.



Simple 2000 Series Vol. 109: The Taxi 2

8.1

Developer Tamsoft
Publisher D3Publisher
Release date (jp) October 12, 2006
Genre Racing
Mode 1 Player

As a taxi driver, players have to deliver the passengers to their destinations safely. There are different types of passengers in the town - passengers who are rushing for time, passengers who want to go shopping, passengers who get car sick easily, drunk passengers and others. Faced with different kinds of situations, the player must meet different requirements.

J

Simple 2000 Series Vol. 110: The Toubou Prisoner

6.4

Developer Tamsoft
Publisher D3Publisher
Release date (jp) October 12, 2006
Genre Action
Mode 1 Player

Players control Alex, who's been framed for a murder. he'll have to search for the truth behind the incident as he flee the mafia and police. As he seek cover by stealing clothes from passers-by, players have to pay close attention to his stamina which decreases when he use evasive moves.

J

"ign.com"

Simple 2000 Series Vol. 111: The Itadaki Rider

5.8

Developer Sproing Interactive Media
Publisher JoWooD, Empire, (ko) Sproing, (jp) D3Publisher
Release date (eu) November 23, 2003
Genre Racing, Action
Mode 1-2 Players

Reminiscent of the game Road Rash, Jacked is a high-octane arcade motorcycle racer featuring over-the-top combat elements.

Players can fight enemies with baseball bats and tazers, flame them with Molotov Cocktails, shoot them off their rides with shotguns or blow them out of the way with frag grenades.

"mobygames.com"

J P

7.9

J

Simple 2000 Series Vol. 112: The Tousou Highway 2: Road Warrior 2050

Developer	Tamsoft
Publisher	D3Publisher
Release date	(jp) December 28, 2006
Genre	Vehicular combat
Mode	1 Player

The game is a vehicular combat where players will race against the clock. They must drive their car down the highway while constantly killing bandits, either by gunfire or just by smashing through them with the car. Once every stage or so, players will have to stop their car and get out, because the enemies have built a barricade.

Simple 2000 Series Vol. 113: The Tairyou Jigoku

Developer	Tamsoft
Publisher	D3Publisher
Release date	(jp) February 22, 2007
Genre	Action
Mode	1 Player

The Tairyou Jigoku, which loosely translates as "The Overwhelming Hell," puts the player in the shoes of high school student Erika Mizusaki. The stages are infested with insects to arthropods to rats to rather more supernatural creatures that she has to destroy. Weapons include sporting goods and household tools scattered around the levels, like bats and brooms and golf clubs and more.

5.5

J

7.2

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Simple 2000 Series Vol. 114: The Onna Okappichi Torimonochou - Oharuchan Go Go Go!

Developer	Tamsoft
Publisher	D3Publisher
Release date	(jp) February 22, 2007
Genre	Beat-'em-up
Mode	1 Player

In this game, players take the role of a female ninja-for-hire, taking on missions for money. The missions all involve finding a villain in their hideout and capturing them. All the missions take place in the same map, a large town that mixes elements from modern-day and old-timey Japan.

"lunaticobscurity.blogspot.com"

Simple 2000 Series Vol. 115:
The Roomshare to Iu Seikatsu

8.9

Developer	ThinkArts
Publisher	D3Publisher
Release date	(jp) March 29, 2007
Genre	Simulation
Mode	1 Player

The Room Share to Iu Seikatsu is a lifestyle simulation game where the player-character aims to pass his university course while sharing room with another student in Tokyo. Players will live a communal life while doing different activities like going on the internet, purchasing furniture, cleaning, sharing cooking duties, and pay rent.

J

Simple 2000 Series Vol. 116:
The Neko-Mura no Ninnin - Pagu Daikan no Akugyou Sanmai

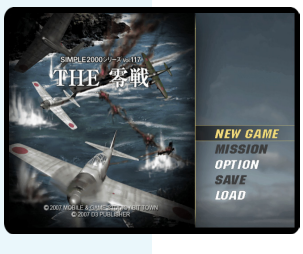
J

Developer	Vingt-et-un Systems
Publisher	D3Publisher
Release date	(jp) April 12, 2007
Genre	Action-adventure
Mode	1 Player

The game revolves around a missing cat princess and the cats looking for her. Players goes through five areas and collect materials they can combine into other items. There are more than 70 types of furniture, such as luxury furniture, and recovery items, to make. Players will also need to assign the cats to different occupations.

Simple 2000 Series Vol. 117:
The Zerosen

8.0



Developer	Mobile & Gamestudio
Publisher	D3Publisher
Release date	(jp) May 10, 2007
Genre	Simulation
Mode	1 Player

The Zerosen is a combat aircraft simulator set in World War II during the battles at Pearl Harbor. The game allows players to fly in 15 different Japanese and Allied aircrafts.

Depending on the outcome of the mission, players will be awarded a Medal. The engine output, aircraft armor, machine gun power, etc. can be upgraded by the number of medals collected.

J

8.4

Simple 2000 Series Vol. 118: The Ochimusha - Doemu Samurai Toujou

Developer	Tamsoft
Publisher	D3Publisher
Release date	(jp) May 31, 2007
Genre	Action
Mode	1 Player

The story of this game is about Akihito Mitsuyoshi who turned to a demon out for revenge. The game includes 8 levels and a number of different weapons.

Players can choose from 4 different characters to play as, each with their own fighting styles.

Simple 2000 Series Vol. 119: The Survival Game 2

8.7

Developer	Best Media
Publisher	D3Publisher
Release date	(jp) August 9, 2007
Genre	First-person shooter
Mode	1-2 Players

The Survival Game 2 is the sequel to the Airsoft simulation The Survival Game, featuring numerous new gun types, seven new maps (for a total of 14), and the added ability to play as a sniper. Game modes are unchanged from the first title, and it is still possible for up to 4 players to play simultaneously.

"mobygames.com"

6.3

Simple 2000 Series Vol. 120: The Saigo no Nippon Tsuwamono

Developer	Tamsoft
Publisher	D3Publisher
Release date	(jp) August 30, 2007
Genre	Simulation
Mode	1 Player

The game start with an invading force who have taken over and occupied Japan. The player is last Japanese soldier left. All 47 prefectures of Japan serve as the mission stages in the game starting at Hokkaido and going throughout the entire country. The weaponry that may be used is varied including rifles, rockets, machine guns, and handguns.

"GXZ95@youtube.com"

Simple 2000 Series Vol. 121: The Boku no Machidzukuri 2 - Machi-ing Maker 2.1

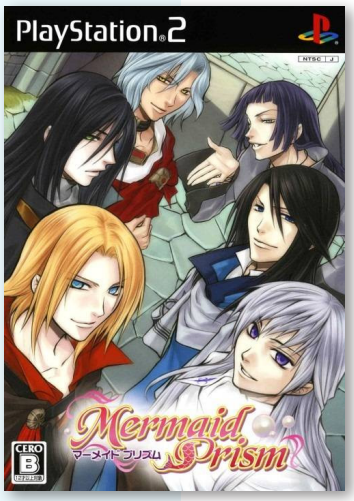
8.0

Developer	Indi
Publisher	D3Publisher
Release date	(jp) November 29, 2007
Genre	Simulation
Mode	1 Player

Machi-ing Maker 2.1 is an updated version of Machi-ing Maker 2 released under the Simple 2000 label.

New inclusions in the game feature 300 new residents, some of which have names from popular people. And several new buildings.

Simple 2000 Series Vol. 122: The Ningyo Hime Monogatari - Mermaid Prism



Developer	Vingt-et-un Systems
Publisher	D3Publisher
Release date	(jp) October 26, 2006
Genre	Visual novel
Mode	1 Player

This female-targeted love simulation puts players in the role of a high school student that one day gets warped to another world, becoming a mermaid along the way. Luckily she was a member of her school's swimming club.

"vndb.org"

Simple 2000 Series Vol. 123: The Office Love Jikenbou - Reijou Tantei

6.9

Developer	Tomcat System
Publisher	D3Publisher
Release date	(jp) February 22, 2007
Genre	Visual novel
Mode	1 Player

The game is a visual novel with a detective setting. The player must talk to fellow co-workers to put the pieces of the puzzle together and solve the various cases.

One such case include a female co-worker who commits suicide.

6.8

J

Simple 2000 Hello Kitty Series Vol. 1: Starlight Puzzle

Developer	Atelier Double
Publisher	D3Publisher
Release date	(jp) November 14, 2002
Genre	Puzzle
Mode	1-2 Players

Starlight Puzzle is a Hello Kitty themese puzzle game similar to Devil Dice. Though only in presentation, the exploding action elements of Devil Dice or Bombastic are not present here. Gameplay have players stack and arrange blocks in an isometrically viewed 7x7 grid.

"psxdatacenter.com"

Simple 2000 Hello Kitty Series Vol. 2: Minna de Sugoroku

7.9

J

Developer	Atelier Double
Publisher	D3Publisher
Release date	(jp) November 14, 2002
Genre	Board
Mode	1-4 Players

The gameplay is a board game with mini puzzle and action diversions. Each character use star movements and when the stars reach 0 the character has to rest. On each board the player has to reach the board's goal first to win the match. The game features 7 different characters, 5 different boards and unlockables pictures.

7.7

J

Simple 2000 Honkaku Shikou Series Vol. 1: The Shogi

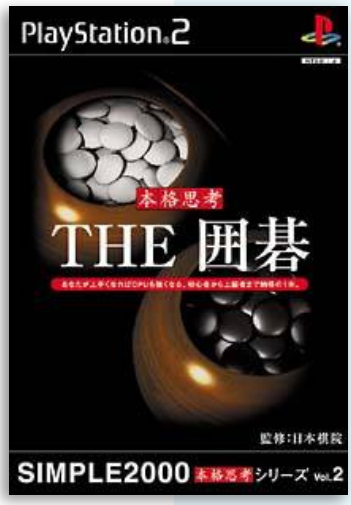
Developer	D3 Publisher
Publisher	D3 Publisher
Release date	(jp) June 27, 2002
Genre	Board
Mode	1-2 Players

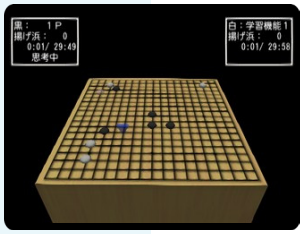
Simple 2000 Honkaku Shikou vol.001 - The Shogi is a shogi game featuring different difficulty levels (from beginner to advanced), 8 different kind of opponents, different game modes, 2D and 3D boards, and 3 different locations. There are also a quiz mode with over 100 different shogi questions.

"psxdatacenter.com"

Simple 2000 Honkaku Shikou Series Vol. 2: The Igo

7.7





Developer	Yuki
Publisher	D3 Publisher
Release date	(jp) June 25, 2002
Genre	Board
Mode	1-2 Players

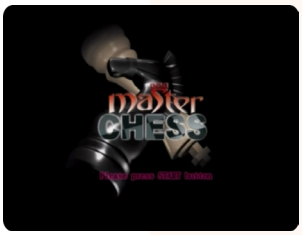
Simple 2000 Honkaku Shikou vol.002 - The Igo is a igo game featuring different difficulty levels (from beginner to advanced), 8 different kind of opponents and different game modes, 2D and 3D boards, 3 boards, and 3 different locations. The game also features a complete igo tutorial in japanese.

"psxdatacenter.com"

J

Simple 2000 Honkaku Shikou Series Vol. 3: The Chess

8.7



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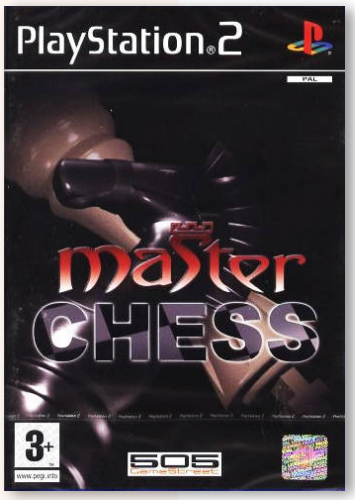


Developer	Yuki
Publisher	D3Publisher, (eu) Essential Games
Release date	(jp) July 25, 2002
Genre	Board
Mode	1-2 Players

The Chess, known as Master Chess in Europe, is a chess game featuring 5 difficulty levels (from beginner to advanced), 8 different kind of opponents and different game modes, 2D and 3D boards, 3 boards, and 3 different locations.

The game also feature a tutorial called "Pawn", who will teach players from the basics to the advanced tactics in the game.

Simple 2000 Honkaku Shikou Series Vol. 4: The Mahjong

7.3

Developer	Warashi
Publisher	D3 Publisher
Release date	(jp) July 25, 2002
Genre	Board
Mode	1 Player

The Mahjong is a mahjong game featuring beginner to advanced difficulty levels, 30 different kind of opponents (men and women) and 2 different game modes; Annual Waging War (story mode) and free Waging War (free mode), featuring real tournament names. The player can choose at the beginning of the game between a male or a female character.

J

8.9

J

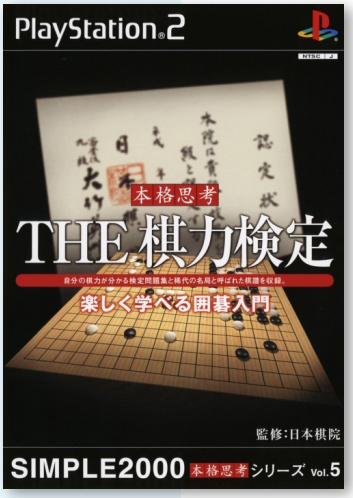
Simple 2000 Honkaku Shikou Series Vol. 5:
The Kiryoku Kentei

Developer	Yuki
Publisher	D3Publisher
Release date	(jp) November 27, 2003
Genre	Board
Mode	1 Player

Simple 2000 Honkaku Shikou vol.005 - The Kiryoku Kentei is a igo game featuring beginner to advanced difficulty levels and different game modes (Story mode, free mode, etc).

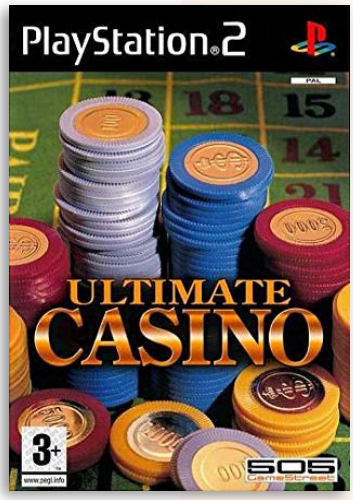
The game also features a complete igo tutorial in japanese.

"psxdatacenter.com"



Simple 2000 Honkaku Shikou Series Vol. 6:
The Card

8.8



Developer	D3Publisher
Publisher	D3Publisher, (eu) Essential Games
Release date	(jp) November 6, 2003
Genre	Board
Mode	1-2 Players

The Card, known as Ultimate Casino in Europe, is a card based compilation. The casino navigation is done via a simple text menu, and there is no exploring, but players can make some interaction with the various croupiers.

Card games include; Blackjack, Baccarat, Multi-Millionaire, Dobon, Thief Car, 9 Card, Speed, 7-Card Stud, 51, Page One, among several others.

J P

5.6

J

Simple 2000 Series Ultimate Vol. 1:
Love * Smash!

Developer	HuneX
Publisher	D3Publisher
Release date	(jp) January 17, 2002
Genre	Sports
Mode	1-2 (4) Players

Love Smash is a basic tennis game for one to four players. The game features both Tournament, which also is the story mode, Exhibition modes and both Singles and Doubles play.

There are eight characters to choose from, plus two hidden unlockable characters, each with their own abilities and signature special move, as well as a variety of costumes to unlock.

Simple 2000 Ultimate Vol. 2: Edit Racing

6.0

Developer	Yuke's
Publisher	D3Publisher
Release date	(jp) March 28, 2002
Genre	Racing
Mode	1-2 Players

Edit Racing feature a "CD Edit" mode where courses are created using tracks from the users own CD or DVD. The game features 40 convertibles in all, and eight color choices available for each vehicle.

The game also include a combat mode, which can be played in either single player or against another player in splitscreen mode.

J

Simple 2000 Ultimate Vol. 3: Saisoku! Zokusha King

5.4

J P

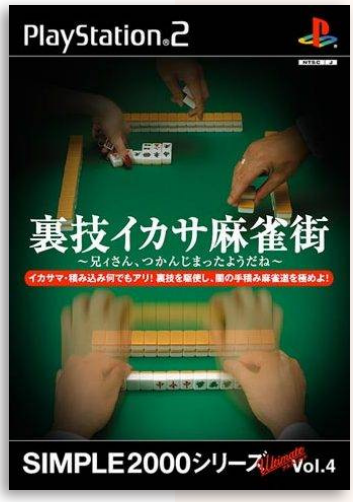
Developer	D3Publisher
Publisher	D3Publisher, (eu) Midas
Release date	(jp) September 26, 2002
Genre	Racing
Mode	1-2 Players

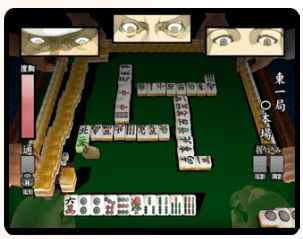
Saisoku! Zokusha King, hnown as Maxxed Out Racing in Europe, is a racing game that empathice on tuning and body paint. The game feature 5 levels of customisation for enginge and a large selection of paintwork, parts and upgrades.

Players will race through Japanese streets, off-road hill runs and circuits while avoiding civillian traffic.

Simple 2000 Ultimate Vol. 4: Urawaza Ikasa Mahjong Machi

8.5





Developer	Argend
Publisher	D3Publisher
Release date	(jp) October 24, 2002
Genre	Board
Mode	1 Player

Simple 2000 Ultimate Vol.4 - Urawaza Ikasa Mahjong Gai is a mahjong game that features two different game modes. The first is a story mode in which the player defeate opponents to advance. The is a free mode in which the player can play mahjong matches againts 3 computer opponents, which must be unlocked in the story mode.

"psxdatacenter.com"

J

4.7

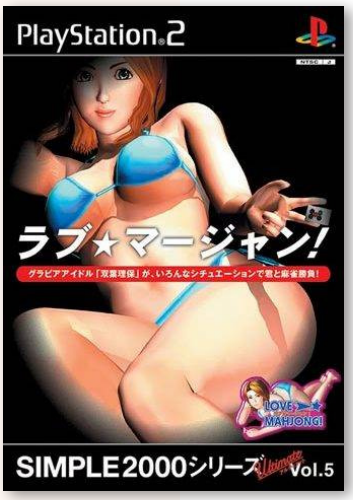
Simple 2000 Ultimate Vol. 5: Love * Mahjong

J

Developer	D3Publisher
Publisher	D3Publisher
Release date	(jp) November 14, 2002
Genre	Board
Mode	1 Player

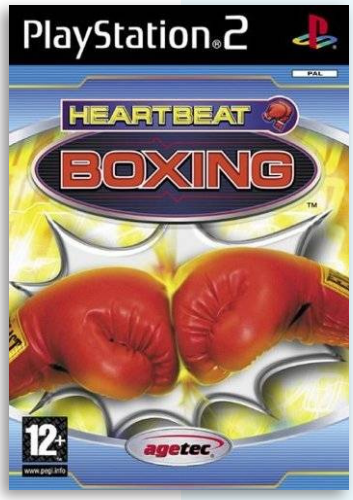
In this mahjong game players will play against the gravure idol, Miho Futaba, who also appears in many other of D3's titles. Matches will be played along different sceneries, like a sandy beach, pool, school ground and various other places.

If players win a mahjong match, they can also get the costume of the opponents.



Simple 2000 Series Ultimate Vol. 6: Love * Upper!

6.4



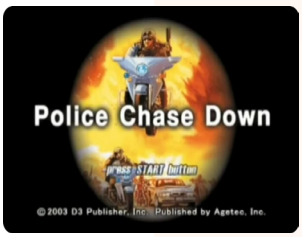
Developer	Tamsoft
Publisher	D3Publisher, (eu) Agetec
Release date	(jp) February 27, 2003
Genre	Sports
Mode	1-2 Players

Heartbeat Boxing, as it is known in Europe, is a straightforward 3D boxing game featuring an all-female cast, built off the earlier Boxing Champions from the same developer. The nine characters are divided into three weight classes, and each have the usual array of punches, jabs, and uppercuts, as well as their own unique special moves.

J P

3.8

Simple 2000 Ultimate Vol. 7: Saikyou! Shiro Biking - Security Police

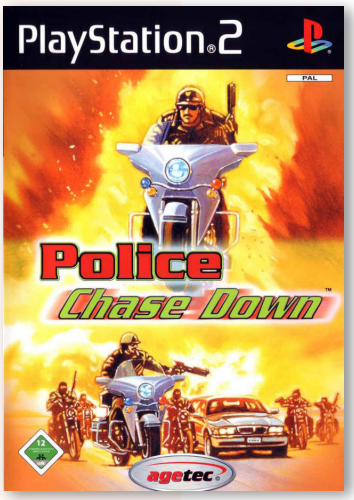


J P

Developer	Tamsoft
Publisher	D3Publisher, (eu) Agetec
Release date	(jp) April 24, 2003
Genre	Action
Mode	1 Player

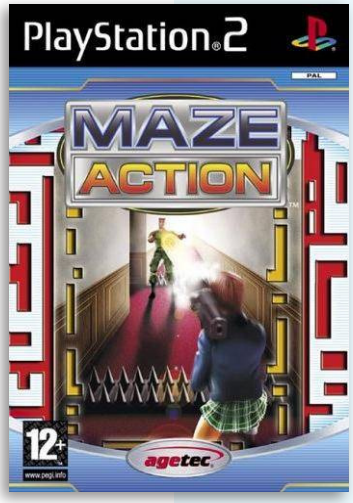
Police Chase Down is a single player third person vehicle based shooter in which the player controls a motor cop that has to protect government V.I.P.s in limousines from terrorists.

Missions take place in broad daylight and at night on the streets of a city and on highways outside the city.



Simple 2000 Ultimate Vol. 8: Gekitou! Meiro King

4.6



Developer	D3Publisher
Publisher	D3Publisher, (eu) Agetec
Release date	(jp) April 24, 2003
Genre	Action
Mode	1-2 Players

Maze Action is a third person action game in which the player has to do the Hero Academy final exam. In this exam the player has to battle the other participants in a maze containing deadly traps and items to neutralize the opponent.

In the game the player has to gather a total of three keys of the right color in a maze before his or hers opponent does.

J P

Simple 2000 Ultimate Vol. 9: Bakusou! Manhattan - Runabout 3

7.3

J P

Developer	Graphic Research
Publisher	Hearty Robin, D3Publisher, (eu) Bam Ent.
Release date	(jp) May 23, 2002
Genre	Racing
Mode	1 Player

This is an open-ended racing game where the racing isn't restricted to strict tracks and the player can choose their route, as the races are mostly driving from point A to point B. Like in the previous games, players don't really have to drive clean and crashing everywhere while winning the race is not only allowed but also encouraged.

Simple 2000 Ultimate Vol. 10: Love*Songs

6.0

Developer	HuneX
Publisher	D3Publisher
Release date	(jp) August 14, 2003
Genre	Simulation
Mode	1 Player

Love*Songs incorporates an "Emotional Talk System" that allows the player to interact with characters via combinations on the controller via corresponding phrases.

In the game the player take the role of a new student at the famous Akimitsu School whose claim to fame are the Japanese idols among it's student body.

J

8.5

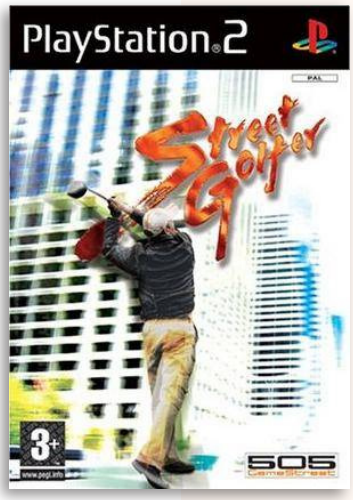
Simple 2000 Ultimate Series Vol. 11: Wandaba Style - Totsugeki! Mix Ki Juice

Developer	D3Publisher
Publisher	D3Publisher
Release date	(jp) August 28, 2003
Genre	Visual novel
Mode	1 Player

Wandaba Style revolves around a 13 years old genius scientist and the test robot, “Kiku No. 8”, have managed to make earth-to-moon travel possible without using fossil fuel. The idol group, “Mikukusu JUICE”, is making themselves ready to be the first band to hold a concert on the moon.

Simple 2000 Ultimate Vol. 12: Street Golfer

5.5



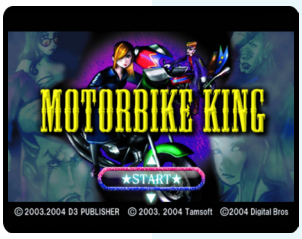
Developer	Polygon Magic
Publisher	D3Publisher, (eu) 505 Game Street
Release date	(jp) June 27, 2002
Genre	Sports
Mode	1-4 Players

Street Golfer, as its also known in Europe, is a golf game where the courses is set on the streets around the city.

Apart from the unusual urban golf courses, the game also feature futuristic golf clubs and special moves for the characters.

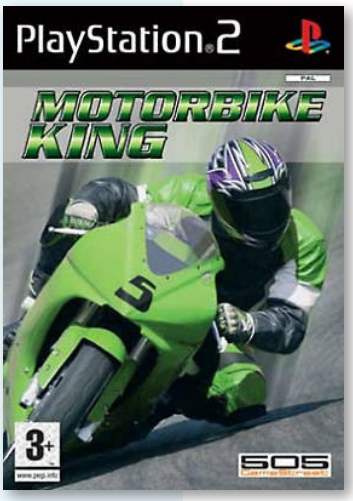
Simple 2000 Ultimate Vol. 13: Kurusou! Tansha King

6.8



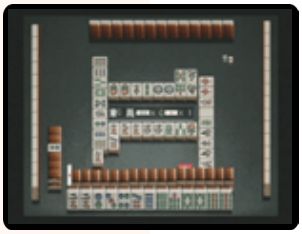
Developer	Tamsoft
Publisher	D3Publisher, (eu) 505 Game Street
Release date	(jp) October 23, 2003
Genre	Racing
Mode	1-2 Players

Kyousou! Tansha King, known as Motorbike King in Europe, is a racing game in which the player can compete in one on one races. Players can use special moves and choose between 11 different bikes. There are twelve different opponents to race against. The game also feature a 2 players vs mode in split-screen.



Simple 2000 Ultimate Vol. 14: Topai! Dramatic Mahjong

7.6



Developer	Agenda
Publisher	D3Publisher
Release date	(jp) December 11, 2003
Genre	Board
Mode	1 Player

Topai! Dramatic Mahjong is a mahjong game based on the 1989 mahjong manga, Ten - Tenhōdōri No Kaidanji.

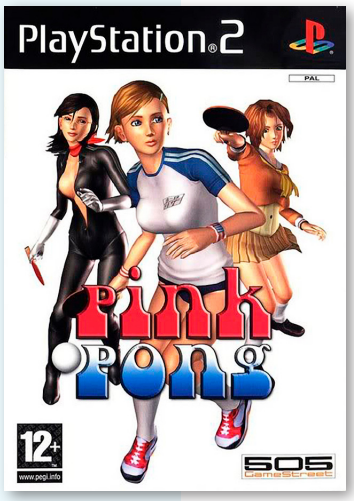
The game feature 19 characters from the manga, each with their different special skills and abilities. The game is based on the vol.1 of the manga to vol.15.

J

Simple 2000 Series Ultimate Vol. 15: Love * Ping Pong!

6.7

J P



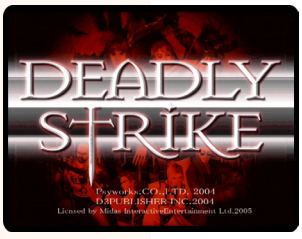
Developer	HuneX
Publisher	D3Publisher, (eu) 505 Game Street
Release date	(jp) December 11, 2003
Genre	Sports
Mode	1-2 Players

Pink Pong, as it is known in Europe, is a straightforward 3D table tennis game featuring an all-female cast. Gameplay is simple; the face buttons execute different shot types, while the stick moves the player left and right. It is also possible to use the shoulder buttons to execute special moves, but these must be allowed to recharge after use.

"mobygames.com"

Simple 2000 Ultimate Series Vol. 16: Sengoku vs. Gendai

5.8



J P

Developer	Psyworks Co. Ltd.
Publisher	D3Publisher, (eu, au) Midas
Release date	(jp) February 19, 2004
Genre	Action
Mode	1-2 Players

The player plays as one of six combatants vying for victory in one of the world's toughest tournaments. Each combatant has their own personal motivation in trying to win the tournament.

The player has to punch, slash, and shoot their way through six stages containing hordes of enemies on a quest to reach the shogun's castle.

"mobygames.com"

7.5

J

Simple 2000 Series Ultimate Vol. 17: Taisen! Bakutama Poi Poi

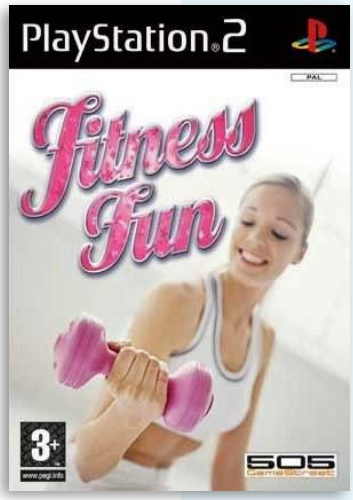
Developer	IMJ Entertainment, FLAT-OUT
Publisher	D3Publisher
Release date	(jp) February 26, 2004
Genre	Action
Mode	1-2 Players

Taisen! Bakudan Poipoi is a bomb throwing game, similar to Bomberman. Players will run through battlefields, such as a shopping mall, pick up bombs and throw the at the opponents.

Characters include a high school girl, a nurse, a sickly salary man and a guard, among others. Two players can also play against each other, but the game also feature a number of solo missions.

Simple 2000 Series Ultimate Vol. 18: Love * Aerobie

6.3



J P

Developer	Tamsoft
Publisher	D3Publisher, (eu) 505 Game Street
Release date	(jp) February 26, 2004
Genre	Sports
Mode	1 Player

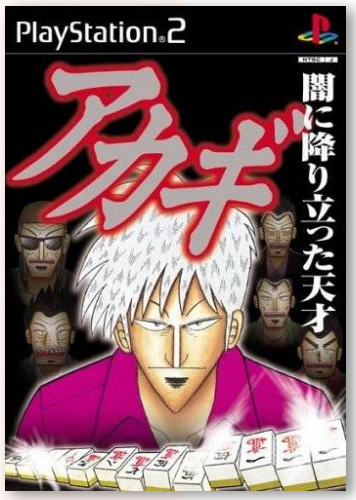
Love*Aerobi, Fitness Fun in Europe, is an exercise-themed rhythm game starring D3 Publisher's virtual idol Riho Futaba.

During each song, a cursor scrolls across a set of four bars with notes arranged on them in time with the music. The player must move the cursor to as many notes as possible, and press the button on the controller in time with the music.

5.7

J

Simple 2000 Ultimate Series Vol. 19: Agaki

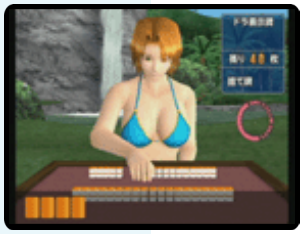


Developer	Warashi
Publisher	D3Publisher
Release date	(jp) December 12, 2002
Genre	Board
Mode	1 Player

Agaki Yami ni Oritatta Tensai is a character-driven mahjong game based on vol.1 through vol.6 in the Akagi manga series. Players take the role of Akagi in which they will advance through the story that is divided into stages winning mahjong matches. The game features also other game modes like free mahjong mode.

Simple 2000 Ultimate Series Vol. 20: Love * Mahjong! 2

6.4



Developer	HuneX
Publisher	D3Publisher
Release date	(jp) October 14, 2004
Genre	Board
Mode	1 Player

Love*Mahjong! 2 is another mahjong game where players is matched against the gravure idol, Futaba Miho. Matches take plays in a jungle, cafe, open-air bath, stone age, among other places.

As with the previous game, as the players win more matches, they will get more unlockables, like different outfits that they can dress Miho in.

J

Simple 2000 Ultimate Series Vol. 21: Kenka Joutou! Yankee Banchou

5.0

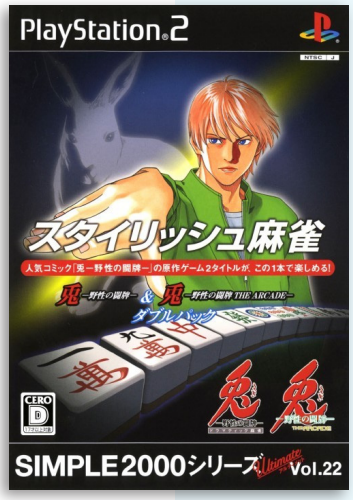
J P

Developer	Tamsoft
Publisher	D3Publisher, (eu) 505 Game Street
Release date	(jp) November 11, 2004
Genre	Beat-'em-up
Mode	1 Player

Street Boyz, as it is known in Europe, is a third-person beat-'em-up in the tradition of River City Ransom. The player controls Jin as he runs about the city beating up rival gang members. He can find and purchase a variety of items and weaponry, as well as grab objects off the ground and use them as improvised instruments of chaos.

"mobygames.com"

Simple 2000 Ultimate Series Vol. 22: Stylish Mahjong Usagi



Developer	Warashi
Publisher	D3Publisher
Release date	(jp) December 9, 2004
Genre	Board
Mode	1 Player

Stylish Mahjong: Usagi -Yasei no Toupai- & Usagi -Yasei no Toupai The Arcade- Double Pack is a compilation of two mahjong games, "兎 - Battle of the Wild" and "兎 - Battle of the Wild THE ARCADE".

The games also feature three different game modes.

J

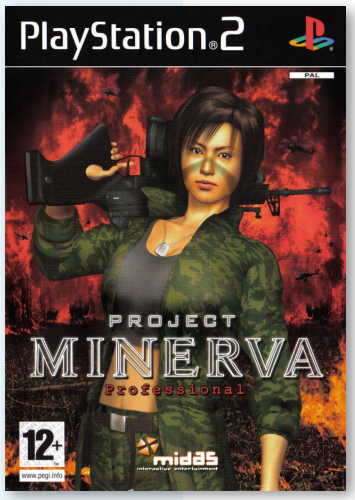
5.8

J P

Simple 2000 Ultimate Series Vol. 23: Project Minerva Professional

Developer D3Publisher
Publisher D3Publisher, (eu) Midas
Release date (jp) August 21, 2003
Genre Action
Mode 1 Player

Using a variety of weapons classes players must progress through many varied missions, using the squad members to scout ahead, bomb targets, rescue hostages and ultimately defeat the enemy and free the world. Players can gain cash and experience by defeating enemies and use it to improve their arsenal, level up the squad and unlock new items.



Simple 2000 Series Ultimate Vol. 24: Makai Tenshou

8.7

Developer Tamsoft
Publisher D3Publisher
Release date (jp) July 31, 2003
Genre Action
Mode 1 Player

Makai Tenshō is an dungeon-crawler RPG based on the 1967 novel of the same title by Fūtarō Yamada. Similar to Chunsoft's Mysterious Dungeon series, the player controls the hero Yagyū Jūbei through randomly-generated floors, which are filled with enemies, items, and traps, searching for the exit and attempting to survive.

"mobygames.com"

J

7.7

J

Simple 2000 Ultimate Series Vol. 25: Chou-Saisoku! Zokusha King BU no BU

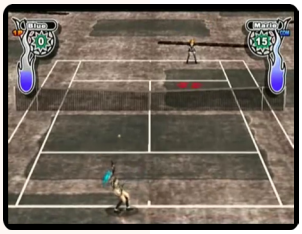
Developer Tamsoft
Publisher D3Publisher
Release date (jp) May 26, 2005
Genre Racing
Mode 1-2 Players

This is a upgraded version of Chou Saisoku! Zokusha King BU (Bore Up) ~Buchigiri Densetsu 2~ (Simple Outlaws DX Gaiden)

The game feature a number of new inclusions, like four more cars and a new course among other features.

Simple 2000 Series Ultimate Vol. 26: Love * Smash! 5.1: Tennis Robo no Gyakushuu

7.0



Developer HuneX
Publisher D3Publisher
Release date (jp) June 23, 2005
Genre Sports
Mode 1-2 Players

Tennis 5.1 is an upgraded version of Love*Smash 5. New features include costume changes, twelve characters, including two hidden characters, amd 25 different costumes. The costumes can also be used in the Extra mode.

J

Simple 2000 Series Ultimate Vol. 27: Houkago no Love Beat

6.3

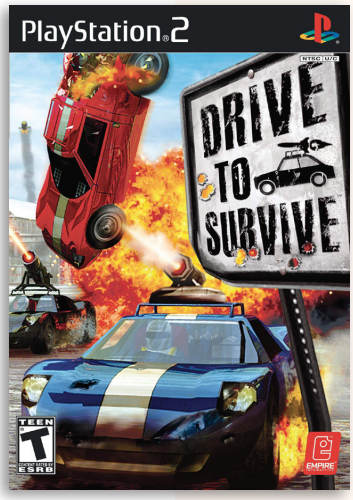
J

Developer HuneX
Publisher D3Publisher
Release date (jp) June 10, 2004
Genre Visual novel
Mode 1 Player

The main character is a high school girl trained in classical piano who has just transferred to a new high school, Aobadai Gakuen. On her first day, she gets lost and meets four boys there who are secretly practising as a band. She eventually becomes the songwriter for the band, using her classical background to create fresh melodies for the band to build on.

Simple 2000 Ultimate Vol. 28: Bousou! Kenka Grand Prix, Drive to Survive

6.5



J N P

Developer Supersonic Software
Publisher Empire Interactive, (jp) D3Publisher
Release date (eu) March 24, 2005
Genre Racing
Mode 1-4 Players

Mashed: Fully Loaded is a UK developed game, first released in Europe, and a re-release of the original Mashed: Drive to Survive.

Besides updated graphics, improved camera control and a better race physics, it also introduces the possibility to race at night or cover the track with ice.

5.2

J P

Simple 2000 Series Ultimate Vol. 29:
K-1 Premium 2005 Dynamite

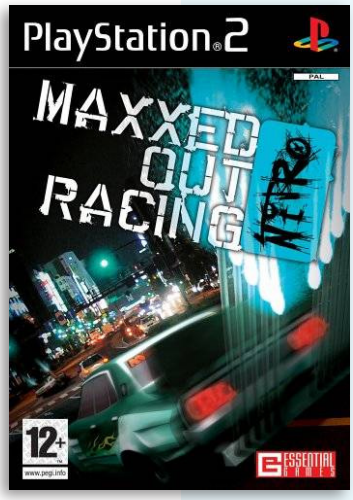
Developer HuneX
Publisher D3Publisher, (eu) 505 Game Street
Release date (jp) December 22, 2005
Genre Sports
Mode 1-2 Players

The 2005 edition of this martial-arts fighting game features many real-life martial arts experts who compete under K1 rules or modern Mixed Martial Arts rules.

Players can choose from three types of fighting rules: K-1 rules, general rules, and MIX rules.

8.3

Simple 2000 Ultimate Vol. 30:
Kourin! Zokushi God



Developer D3Publisher
Publisher D3Publisher, (eu) Essential Games
Release date (jp) February 2, 2006
Genre Racing
Mode 1-2 Players

Kourin! Zokushi God, known as MaXXed Out Racing: Nitro in Europe, is the sequel to MaXXed Out Racing. The game feature 31 cars and 2000 separate parts for players to tune their car.

The story have the player-character racing through Japans streets to avenge his gang members who were assaulted by a rival gang.

J P

7.0

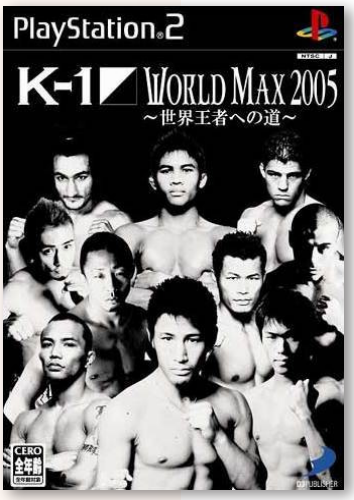
J

Simple 2000 Series Ultimate Vol. 31:
K-1 World Max 2005

Developer D3Publisher
Publisher D3Publisher
Release date (jp) July 16, 2005
Genre Sports
Mode 1-2 Players

K-1 World Max 2005 is a Kickboxing game. The game feature fighters from a lighter weightclass compared to the previous title.

The game mode,“Max Road”, let players create their own character and train him with the aim of winning the championship. Players can also choose the characters fighting style, from boxing, kick boxing, muay thai boxing and karate.



Simple 2000 Series Ultimate Vol. 32: Azumi

6.0

Developer	Gargoyle Mechanics
Publisher	ESP Software, D3Publisher
Release date	(jp) March 24, 2005
Genre	Beat-'em up
Mode	1 Player

Azumi is a action game based on vol.1 to vol.10 of the manga's original story. Its story concerns the title character, a young woman brought up as part of a team of assassins, charged with killing warlords in Feudal Japan.

The story is composed of 5 chapters/33 stages. The mission mode is cleared in accordance with the original story.

Simple 2000 Series Ultimate Vol. 33: Ururun Quest: Koiyuuki

6.5

Developer	Vingt-et-un Systems
Publisher	D3Publisher
Release date	(jp) July 28, 2005
Genre	Role-playing
Mode	1 Player

Ururun Quest: Koiyuuki was released in 2005 and marketed as the first 'RPG targeted towards girls'. The player acts as the main character, Ruri, while she adventures around her world with her friends and finding new companions.

The gameplay is mostly RPG. The most time is spent leveling characters in random battles on an overworld map and in dungeons.

Simple 2000 Series Ultimate Vol. 34: Sakigake!! Otokojuku

7.8

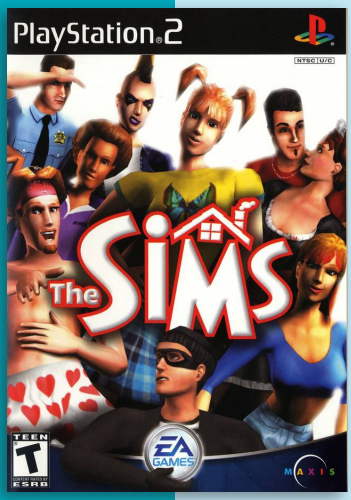
Developer	Tamsoft
Publisher	D3Publisher
Release date	(jp) November 10, 2005
Genre	Fighting
Mode	1-2 Players

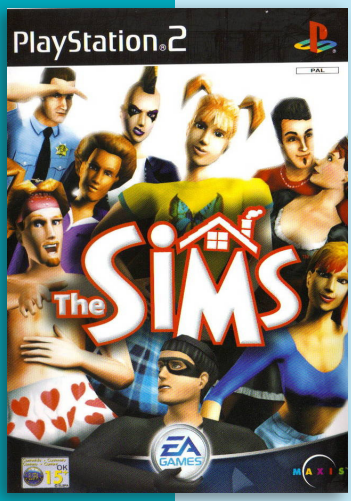
Sakigake!! Otokojuku is a 2D fighting game based on a manga series. Fighters are cel-shaded and colored with bright colors for a distinctive look. There are 8 playable characters in the beginning but another 13 fighters may be unlocked as they're encountered and beaten during the course of the game.

"psxdatacenter.com"

The Sims

8.3





J N P

Developer	Edge of Reality
Publisher	Electronic Arts, (us) EA Games
Release date	(us) January 12, 2003
Genre	Simulation
Mode	1-2 Players

The Sims is a real-time simulation game where players simulate the lives of one or more people in a family and their social activities in their immediate neighborhood.

The Sims for consoles is the first Console Sims game, and was the first game in the series to introduce a fully three-dimensional camera and environment. The game was released on PlayStation 2, Xbox, and GameCube. The game is primarily missions-based and has two available play modes:

Get A Life mode has a series of objectives and advance from house to house.

Play The Sims mode is essentially the PC free play mode on the consoles.

An object limiter is installed in this game, which limits the number of objects allowed in a single household. This is due to the limited available memory in the consoles.

"Get a Life" Mode requires the player's character to complete different objectives as they progress through life. They start out unemployed and living in Mom's house, and end with enough money to buy a yacht.

It's generally easier to sell a useless item in the house, such as a grandfather clock or any other decoration worth 1,000 - 2,000.

Each level occurs in one house/lot, and the Sim must complete several goals to unlock new items in Buy mode as well as the levels for the 2-player game mode.

"Play The Sims" mode is technically free play mode. There are 5 pre-made families, 3 of which are moved in, 2 that are in the family bin.

Control of the Sims is up to the player, there are no set goals, and no requirements (except for certain objects needing to be unlocked).

Differences between console and computer version of the sims; A house can have no more than one floor. There are only 6 careers found in game (With the Life of Crime career locked at the start.. Promotions require less friends that are required in the PC version. There is a 2-player mode which can be unlocked through the Get a Life mode.

"sims.fandom.com"

The Sims Bustin' Out

8.1

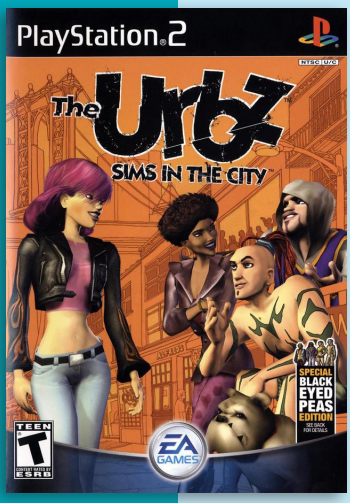
J N P

Developer	Maxis
Publisher	Electronic Arts, (us) EA Games
Release date	(us) December 15, 2003
Genre	Simulation
Mode	1-2 Players

The Sims Bustin' Out was released for the PlayStation 2, Xbox, Nintendo GameCube, Game Boy Advance, & N-Gage. It is the second title in The Sims console series and the first The Sims title not released on Windows PC. It featured the same 3D environment and engine the past game did, however adds several features from The Sims expansion packs: The Sims: Hot Date, The Sims: Superstar, and The Sims: Livin' Large. As the title suggests, the sims can get out of the house to visit other locations such as Shiny Things Lab or Casa Caliente.

There are two modes. Bust Out Mode, which has mission-based gameplay and Freeplay Mode, which is open-ended gameplay very much like the original The Sims PC game. The PS2 version once featured the option to play online.

The Urbz: Sims in the City



Developer	Maxis
Publisher	EA Games
Release date	(us) November 9, 2004
Genre	Simulation
Mode	1-2 Players

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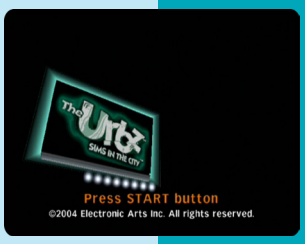


J N P

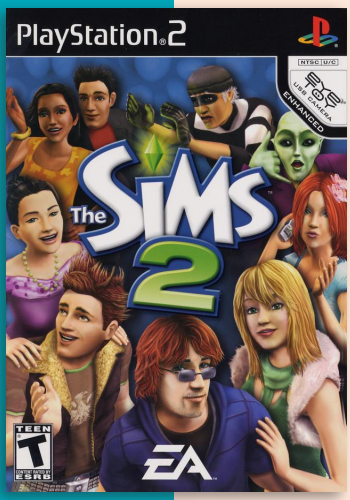
The Urbz: Sims in the City is the third Sims game for consoles and is the second Sims game to be cancelled on Windows PC.

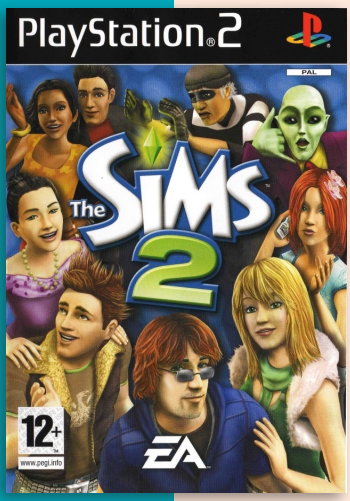
The gameplay is similar to the first two games in the console series, and the objective of the console games is to go to each of nine districts and build their reputations (called "Rep" in-game). Rep is a measure of how popular a character is; as characters gain more reputation, they gain access to larger apartments and different districts. In the end, the character will have the largest apartment and be able to visit any of the districts.

In addition to gaining Rep, the player must also make sure that the character has its needs fulfilled, and to increase the character's skills by playing mini-games. The number of money Sims can make at the various jobs in each of the districts is determined by what skills they've leveled up.

The Sims 2

7.5





Developer	Maxis
Publisher	Electronic Arts
Release date	(us) October 24, 2005
Genre	Simulation
Mode	1-2 Players

The Sims 2 is the fourth title in The Sims console series. The Sims 2 was released for the PlayStation 2, Xbox, Nintendo GameCube, Nintendo DS, Game Boy Advance, PSP, and mobile phones in the fourth quarter of 2005. The console versions include a story and gameplay similar to previous versions of the game.

Unlike other games, the player controls the Sims directly with the analogue stick, rather than moving them using the point and click to queue up actions, which had mixed reactions from fans. This gives The Sims 2's gameplay significantly more interactivity and enables the player to control their Sims similarly to an adventure or role-playing game. The option to play using traditional Sims controls is still there, but the third-person control option allows for greater immersion currently exclusive to The Sims 2 console series.

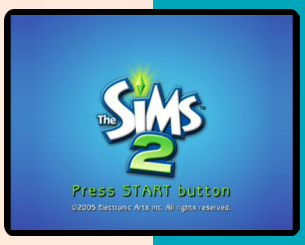
The game progresses much like the other console Sims games: the Sim is given a number of objectives to complete while advancing in their career, and they move from house to house as objectives are completed and the player advances in the story. While the objective in previous console games like Bustin' Out were more career-oriented, the objectives in The Sims 2 do not focus on advancing in a career, but the goals to be completed are more aspirational, like buying better stuff, improving a skill, or beating a bully Sim at foosball.

The game also carries many things over from The Sims 2 on PC, such as wants, but does not carry over the aging and pregnancy aspect.

Several aesthetic improvements were made, such as meal customisation.

There are a variety of different characters in different lots. Some are NPCs and some are playable. Characters have their own personalities, aspirations, goals and fears. Don Lothario, Dina Caliente, Nina Caliente, Patrizio Monty, Isabella Monty, and Goopy GilsCarbo all appear as characters in certain locations.

Bands such as Paramore provided Simlish versions of their songs for the game.



The Sims 2: Pets

6.8

Developer	Maxis
Publisher	EA Games
Release date	(us) October 17, 2006
Genre	Simulation
Mode	1 Player

The Sims 2: Pets is the fourth expansion pack in The Sims 2 computer series. It was also sold as a stand-alone game for several consoles. The main concept of this expansion pack is to allow the player to own and raise pets.

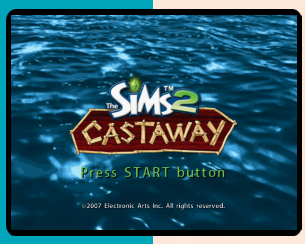
Pets features 75 pre-made breeds of dogs and thirty pre-made breeds of cats. Create-A-Pet is similar to "Create-a-Sim", where a user builds a human Sim characters. In Create-a-Pet, players may customize a cat or dog by choosing patterns and colors of coat, body shape, facial structure, and personality, which determines playfulness, neatness, loyalty, aggression, and intelligence.

Pets have motives like their Sim counterparts. Sims and pets are similar except for the absence of the "Room" motive, which "Scratching" replaces in cats and "Chewing" in dogs. Sims may also train their pets to do various tricks.

N P

The Sims 2: Castaway

7.1



N P

Developer	EA Redwood Shores
Publisher	Electronic Arts, (us) EA Games
Release date	(us) October 22, 2007
Genre	Simulation
Mode	1 Player

The Sims 2: Castaway is the third console spin-off of The Sims 2. A very similar game, The Sims Castaway Stories, is available for computers. It is the final game released in the series for both Playstation 2 and PSP.

The game begins on a boat after the player creates a crew of characters. The crew can consist of one to six Sims. After a shipwreck, the player's starting Sim wakes up on First Beach on Shipwreck Island.

The game has the player explore the island, collecting supplies and materials for food and shelter while exploring for clues to help them home while trying to survive the many obstacles scattered throughout the island including the forces of nature. Exploring and finding treasures can also teach their Sims many useful skills.

SingStar is a competitive music game series for PlayStation consoles, developed by London Studio and published by Sony Computer Entertainment. Dozens of installments were released for the PlayStation 2, and several more for the PlayStation 3. It is also available on the PlayStation 4 as a free app download, with users paying for the songs as individual or bundle downloads. The games have also undergone a number of non-English releases in various European countries.

SingStar games require players to sing along with music in order to score points. Players interface with their console via SingStar microphones while a music video plays in the background. The pitch players are required to sing is displayed as horizontal grey bars, which function similar to a musical stave, with corresponding lyrics displayed at the bottom of the screen. The game analyses a player's pitch and timing which is compared to the original track, with players scoring points based on how accurate their singing is. Different modes of SingStar may vary this basic pattern, but the principle is similar throughout.

SingStar includes a variety of game modes. The standard singing mode allows one or two people to sing simultaneously, either competitively or in a duet. The game also offers a "Pass the Mic" mode, which allows up to eight people to play a series of rounds in two teams. The original SingStar for PlayStation 2 also featured "Star Maker", a single player career mode, however this was dropped in subsequent releases due to the popularity of the multiplayer and party modes.

Most SingStar games for PlayStation 2 differ only in the track list contained on the game disc. SingStar games typically ship with 30 songs. Individual SingStar games are loosely based upon genres, such as rock or pop music (SingStar Rocks! and SingStar Pop respectively). SingStar games are sometimes localised for release in different regions, with customised track lists to suit foreign markets and territories. In addition, a number of non-English language SingStar games have been released exclusively in some European countries.

All SingStar games (except the original SingStar and Singalong with Disney for PlayStation 2) allow players to swap out the current disc (called the master disc) for another SingStar disc. This allows access to the songs on other versions without the need to reset the console; it also allows PS2 SingStar discs to be played on a PS3, regardless of its PS2 backwards compatibility status, by starting with a PS3 master disc. When a new disc is swapped in, the game retains the functionality and appearance of the master disc. By starting with a new version, players can swap in their old SingStar disc and experience them with the functionality and cosmetics of the master disc.

Over 70 SingStar SKUs have been released worldwide, including 16 titles in the United Kingdom and Australia, and 10 titles in North America. In addition, a number of non-English titles have been released exclusively in some European countries, including Austria, Belgium, Croatia, Germany, Spain, France, Italy, Norway, Poland, Portugal, Sweden, Finland and The Netherlands. While the majority of SingStar titles are for PlayStation 2 platform, a number were released for the PlayStation 3.

The technology behind SingStar began as a research project into sound input by SCE London Studio's prototyping department. The project was initially focused on developing a pitch detection system and game concepts aimed at a children's audience. Two main game concepts were developed: Songlines, a third-person adventure game in which the player would sing to unlock new environments, and SingAlong Safari, where players would complete missions by singing along with animals.

In 2003, the game underwent a direction change. The new concept featured contemporary music videos, and would use two micro-

phones to allow for multiplayer scenarios. A prototype game was developed, which included pitch detection technology, a basic interface display, a scoring system and samples of (then unlicensed) music. The first game demonstration took place at a Team SCEE conference in Paris, featuring the songs "Wonderwall" by Oasis and "Independent Women" by Destiny's Child.

The SingStar games require SingStar-branded microphones – one red and one blue – which connect to the PlayStation console via a single USB converter. The USB converter was required so that both microphones would use a single USB port; the PlayStation 2 and later versions of the PlayStation 3 only have two USB ports, and the second port needed to remain free for camera functionality. The PlayStation 2 Headset was originally considered as an alternative to microphones, however the headset was not technically sufficient, and London Studio felt that handheld microphones were important to the authentic experience.

Wireless microphones, with a 2.4 GHz receiver attached to the PS2 or PS3 by USB, became available in Europe in March 2009. Bluetooth microphones were originally planned to launch with the PS3 version of SingStar, but running two Bluetooth microphones together was found to be difficult, so the PS3 game launched with the same USB microphones as the PS2 game.

The microphones detect pitch using digital signal processing, which analyses the frequency of the incoming signal via Fast Fourier transform. The frequency is then compared to stored information to evaluate if the note is correct. Regular singing segments do not feature speech recognition, and so humming into the microphones at the correct pitch will also score points. Rap sections use a combination of speech recognition and rhythm detection.

Tracks on the original SingStar for PlayStation 2 were mixed from master records, which allowed the artist's voice to be completely removed from the song. This feature was dropped in subsequent games because the requirement for master tracks would have restricted the studio's choice of songs.

The SingStar series has been promoted through a number of advertising platforms, including television and cinema, print and digital advertising. SingStar advertisements are designed to convey the social aspects of the game.

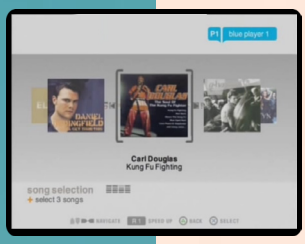
In 2012 Julian Hill became A Guinness World record holder for his 24 hours 23 minutes continuous play of SingStar games. This charity Event, Known as 'SingStar The Endurance Challenge' raised over £3,000 for Great Ormond Street Children's Hospital,[32] and made Julian Hill an Internet Celebrity.

SingStar's advertising campaigns have targeted a variety of demographics typically ignored by the gaming industry. The games have received coverage in women's and girls' magazines, including Heat and Harpers and Queen in the United Kingdom. In 2004, Sony PlayStation launched its first online advertising campaign targeted towards teenage girls, and in 2006 ran an advertisement in Attitude targeted towards gay males.

The SingStar series has been largely successful in Europe and Australia, and has collectively sold over 16 million units in the PAL region, and an additional 1.5 million units in the United States. Over 4 million songs have been downloaded from the online SingStore. In 2005, SingStar and SingStar Party jointly received the award for originality at the BAFTA Games Awards. The 2017 game SingStar Celebration was nominated for "Family Game of the Year" at the 21st Annual D.I.C.E. Awards.

SingStar

6.8



Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) May 21, 2004
Genre	Music
Mode	1-2 Players

The first game in the series, SingStar, was released in Europe and Oceania in 2004.

The game feature exclusive songs for some of the different regions it was released; France, Germany, Britain, Italy and Spain. 28 shared tracks were released on every release.

The first game was well received by gaming critics.

SingStar Party

7.0

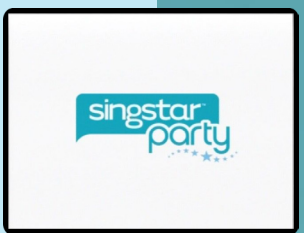
Developer	SCEE London Studio
Publisher	SCEE, (au) SCE Australia
Release date	(eu) November 19, 2004
Genre	Music
Mode	1-8 Players

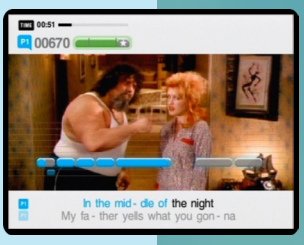
Following the way of the original SingStar game, this continuation include more songs. Players can sing solo or as a party, where they can play the battle mode or reach the high score in a duet.

The game was released with or without the two microphones.

As with the previous release, the game featured exclusive tracks for different regions.

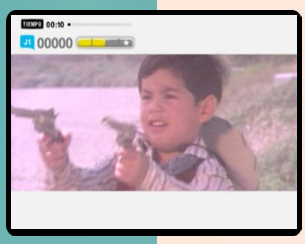
"mobygames.com"





SingStar '80s

7.8



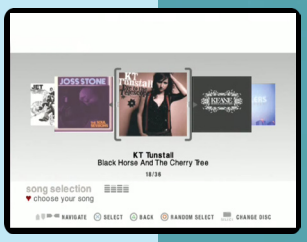
Developer	SCEE London Studio
Publisher	SCEA, (eu) SCEE
Release date	(eu) November 4, 2005
Genre	Music
Mode	1-8 Players

SingStar '80s was the first era-specific SingStar game. The game feature renditions of songs from the likes of Simple Minds, The Cure, Vanilla Ice and Europe.

As before, the game featured exclusive tracks for different regions; France, Germany, Netherlands, Italy, Norway, Sweden and the United States.

SingStar Rocks!

6.9



N P

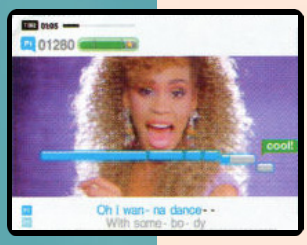
Developer	SCEE London Studio
Publisher	SCEE, (au) SCE Australia, (us) SCEA
Release date	(eu) April 13, 2006
Genre	Music
Mode	1-8 Players

SingStar Rocks! feature the usual game modes.

Exclusive songs was released for; Australia, France, Germany, Britain, Netherlands, Spain and the United States.

SingStar Anthems

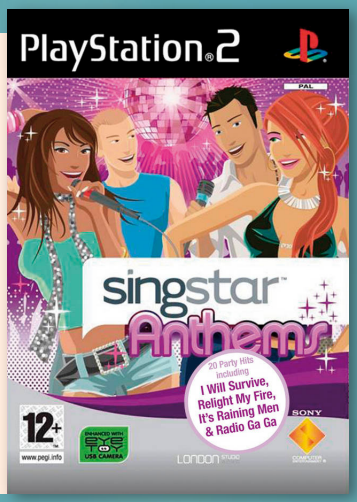
7.1



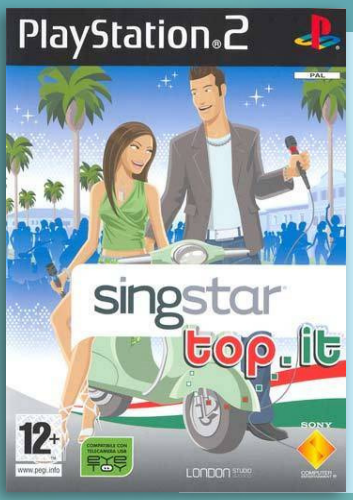
P

Developer	SCEE London Studio
Publisher	SCEE, (au) SCE Australia
Release date	(eu) July 27, 2006
Genre	Music
Mode	1-8 Players

In SingStar Anthems, all releases have the same tracklist. The game feature bands from the Weather Girls, Bonnie Tyler and Whitney Houston, among other bands.



SingStar top.it



Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) September 11, 2006
Genre	Music
Mode	1-8 Players

SingStar top.it was an Italian exclusive and the neighbouring Italian speaking countries with songs by Italian artists. There are no changes to the gameplay formula.

P

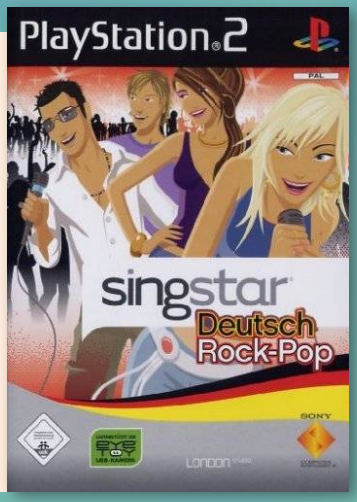
SingStar Deutsch Rock-Pop

5.0

P

Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) September 12, 2006
Genre	Music
Mode	1-8 Players

SingStar Deutsch Rock-Pop is a German exclusive featuring German release containing German rock-pop songs, including bands like; Juli, Luka Neuser, Wir sind Helden and Yvonne Catterfeld.



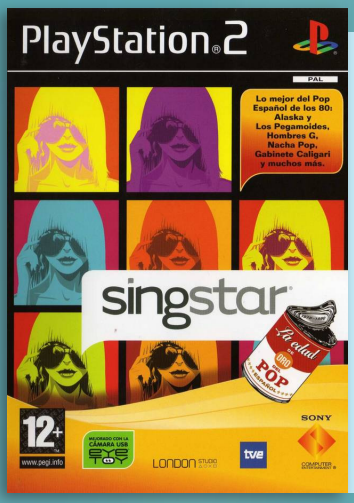
SingStar Legends

7.6

Developer	SCEE London Studio
Publisher	SCEE, (us) SCEA
Release date	(eu) October 27, 2006
Genre	Music
Mode	1-8 Players

Singstar Legends include rock and pop songs from artists like Elton John, The Beach Boys, The Police, Johnny Cash, The Jackson 5, Tina Turner, John Lennon, Nirvana and David Bowie.

SingStar La Edad de Oro del Pop Espanol

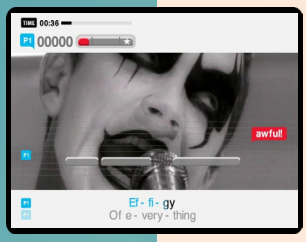


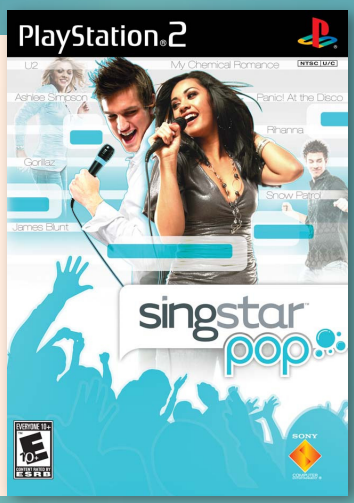
Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) November 15, 2006
Genre	Music
Mode	1-8 Players

SingStar La Edad de Oro del Pop Español ("Sing-Star The Golden Age of Spanish") is a Spanish speaking release.

SingStar Pop

7.3





Developer	SCEE London Studio
Publisher	SCEA, (eu) SCEE , (au) SCE Australia
Release date	(eu) May 13, 2005
Genre	Music
Mode	1-8 Players

SingStar Pop was released as different versions for different regions; SingStar Norske Hits, SingStar Svenska Hits, SingStar Popworld, SingStar Pop Hits, SingStar The Dome, and SingStar Radio 105.

SingStar Pop Hits

6.8

Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) May 2, 2007
Genre	Music
Mode	1-8 Players

SingStar Pop Hits was also released as SingStar ESKA: Hity na Czasie and SingStar Pop Hits: 40 Principales.

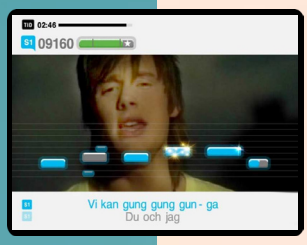
SingStar Die Toten Hosen

Developer SCEE London Studio
Publisher SCEE
Release date (eu) August 28, 2007
Genre Music
Mode 1-8 Players

The game was released for the German punk rockers Die Toten Hosen's 25th anniversary. The game feature 24 of their most well-known tracks.

P

6.0



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SingStar Svenska Hits Schlager

Developer SCEE London Studio
Publisher SCEE
Release date (eu) September 12, 2007
Genre Music
Mode 1-8 Players

SingStar: Svenska Hits Schlager feature 30 songs by Swedish artists. There are no changes to the gameplay formula.

SingStar Norsk pa Norsk

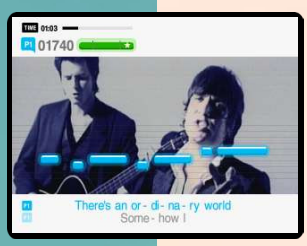
Developer SCEE London Studio
Publisher SCEE
Release date (eu) September 13, 2007
Genre Music
Mode 1-8 Players

SingStar Norsk pa Norsk is a Norway exclusive release featuring only Norwegian songs.

Some of the bands include; CC Cowboys, De Lillos, Postgirobygget and Trang Fødsel.

P

6.8



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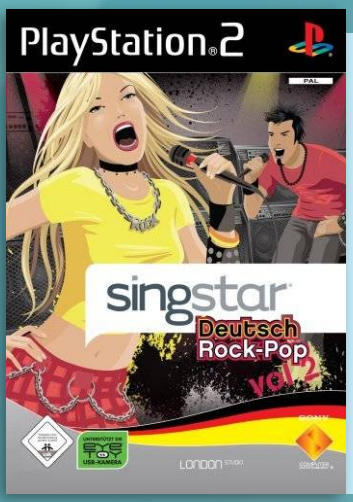
SingStar Rock Ballads

Developer SCEE London Studio
Publisher SCEE, (au) SCE Australia
Release date (eu) September 21, 2007
Genre Music
Mode 1-8 Players

Rock Ballads include 30 tracks from the 80's to the 2000's.

Gameplay remain unchanged.

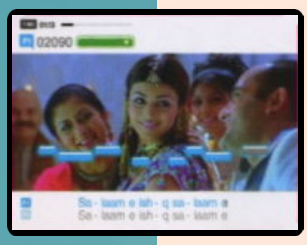


SingStar Deutsch Rock-Pop Vol.2

Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) October 2, 2007
Genre	Music
Mode	1-8 Players

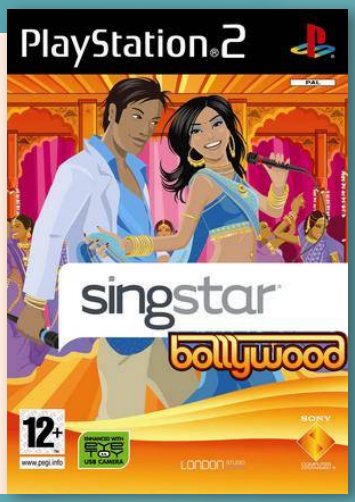
SingStar Deutsch Rock-Pop Vol. 2 is the sequel to SingStar Deutsch Rock-Pop, featuring hit songs in the German language only.

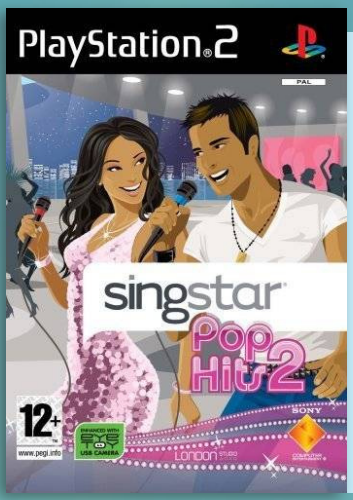
SingStar Bollywood



Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) October 19, 2007
Genre	Music
Mode	1-8 Players

SingStar Bollywood feature tracklist containing Bollywood hits. Bollywood is the name for the Mumbai-based Hindi-language film industry.





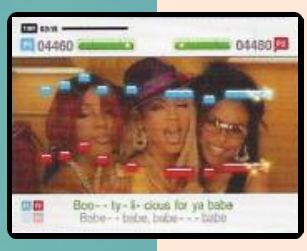
SingStar Pop Hits 2

Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) October 24, 2007
Genre	Music
Mode	1-8 Players

SingStar Pop Hits 2 was exclusively released in France. The game include tracks from bands like; Amine, Ayo, Bénabar, Christophe Willem, David Guetta, Emmanuel Moire and Fatal Bazooka.

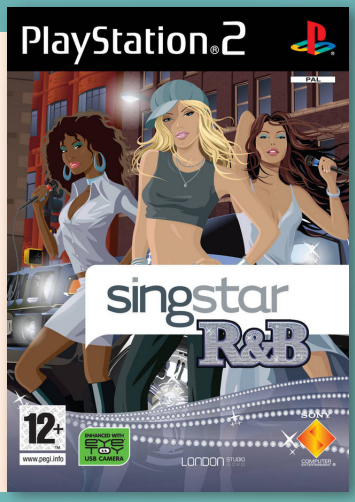
6.7

SingStar R&B



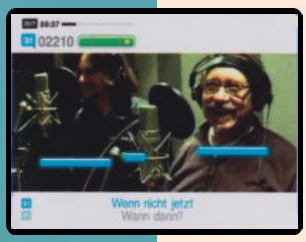
Developer	SCEE London Studio
Publisher	SCEE, (au) SCE Australia
Release date	(au) October 25, 2007
Genre	Music
Mode	1-8 Players

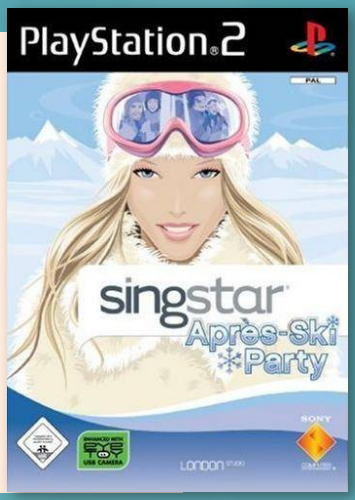
This release is entirely devoted to the R&B musical genre. There are 2 editions of the game, one with the microphones included and another with only the game.



SingStar Apres-Ski Party

4.5

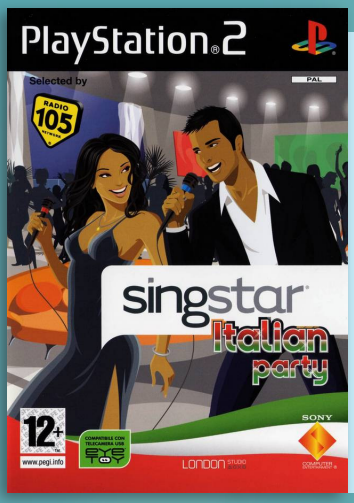




Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) November 6, 2007
Genre	Music
Mode	1-8 Players

SingStar Apres-Ski Party is a German release and feature songs reminding of the winter and the parties after skiing.

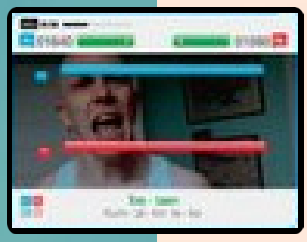
SingStar Italian Party



Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) November 28, 2007
Genre	Music
Mode	1-8 Players

SingStar Italian Party is the second exclusive version for Italy and the neighbouring Italian-speaking countries. It is a collection of 20 Italian songs.

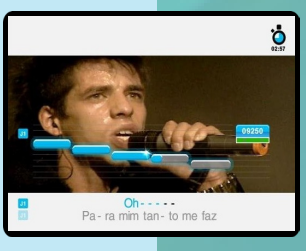
SingStar SuomiRock



Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) *(?)* 2008
Genre	Music
Mode	1-8 Players

SingStar: Suomi Rock was exclusively released in Finland. Artists include; Apulanta, Don Huonot, Egotrippi, Neljä Ruusua, Stella, Uniklubi, Von Hertzen Brothers and Yö, among others.

SingStar: Morangos com Acucar

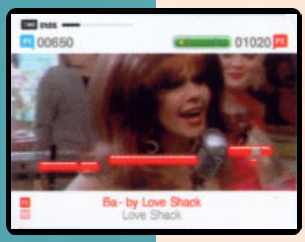


Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) 2008
Genre	Music
Mode	1-2 Players

SingStar Morangos com Açúcar was exclusively released in Portugal. The game include tracks from 23 artists, from D'ZRT, 4Taste, Just Girls, Angelica, TT and Fingertips, for a total of 30 songs.

SingStar ‘90s

7.3

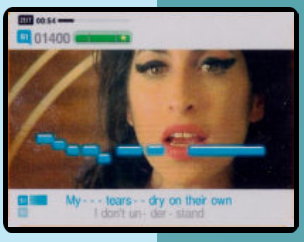


Developer	SCEE London Studio
Publisher	SCEE, (au) SCE Australia, (us) SCEA
Release date	(eu) August 3, 2007
Genre	Music
Mode	1-8 Players

SingStar ‘90s includes songs from artists such as MC Hammer, Vanilla Ice, Paula Abdul, R.E.M., Stone Temple Pilots among others.

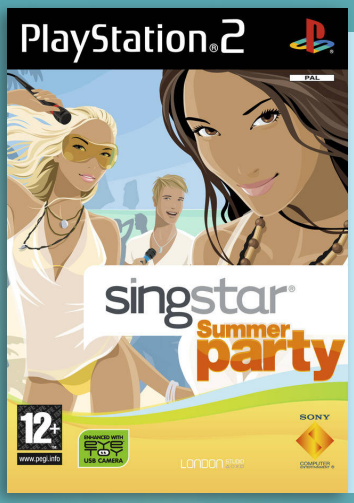
SingStar Party Hits

5.9



Developer	SCEE London Studio
Publisher	SCEE, (au) SCE Australia
Release date	(eu) April 25, 2008
Genre	Music
Mode	1-8 Players

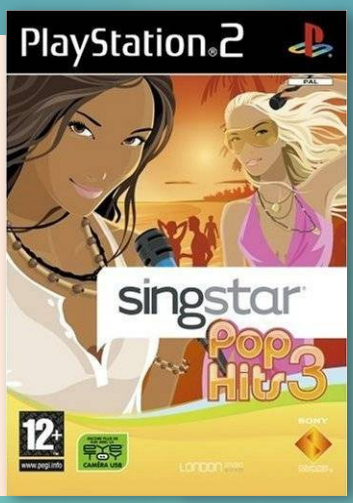
SingStar Party Hits, also released as SingStar: Wakacyjna Impreza! and SingStar: Summer Party, feature summer songs. Exclusive songs was released for Germany and Britain releases.



SingStar Pop Hits 3

Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) June 11, 2008
Genre	Music
Mode	1-8 Players

SingStar Pop Hits 3 is the sequel to SingStar Pop Hits 2 and as its predecessor, is exclusively released for the French market.



SingStar Operacion Triunfo

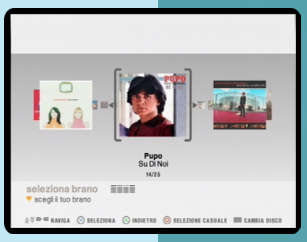
Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) June 18, 2008
Genre	Music
Mode	1-8 Players

SingStar Operacion Triunfo, released exclusively in Spain, is based on the show Operacion Triunfo. The tracklist allows the players to sing songs that were sung by the candidates during show.

SingStar Italian Greatest Hits

Developer SCEE London Studio
Publisher SCEE
Release date (eu) June 20, 2008
Genre Music
Mode 1-8 Players

SingStar Italian Greatest Hits is a game exclusively released in Italy, with Italian hit songs, with singers like Zucchero, Ligabue or Tiziano Ferro.



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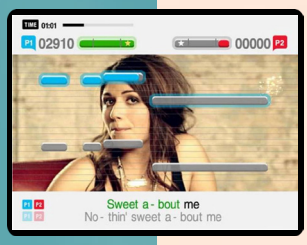


N P

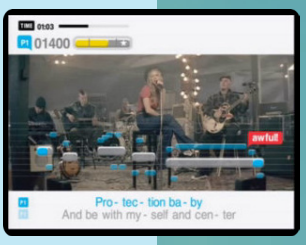
SingStar Amped

Developer SCEE London Studio
Publisher SCEA, (au) SCE Australia, (eu) SCEE
Release date (au) August 14, 2008
Genre Music
Mode 1-8 Players

SingStar: Amped feature 30 classic and current rock songs. The German and US versions have a number of different included songs.

SingStar Pop Vol. 2

7.0



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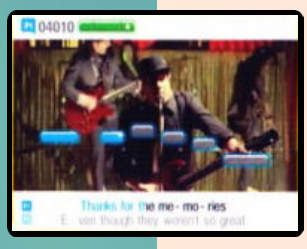
Developer SCEE London Studio
Publisher SCEE
Release date (eu) September 23, 2008
Genre Music
Mode 1-8 Players

SingStar Pop Vol.2 was a US only release and feature a variety of songs and videos from different pop artists, such as Fall Out Boy, Fergie, Rihanna, among others.

6.8



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SingStar Hottest Hits

Developer SCEE London Studio
Publisher SCEE
Release date (eu) September 25, 2008
Genre Music
Mode 1-8 Players

SingStar Hottest Hits was released in Australia and Germany and feature hits songs from music charts played at the time.

SingStar Boy Bands vs Girl Bands

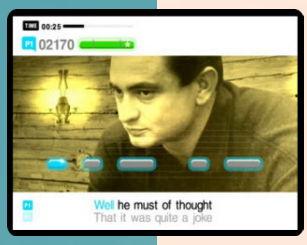
6.3

Developer	SCEE London Studio
Publisher	SCEE, (au) SCE Australia
Release date	(eu) October 17, 2008
Genre	Music
Mode	1-8 Players

The theme of the game was chosen by the public after a poll on the official website, the UK myspace and Facebook.

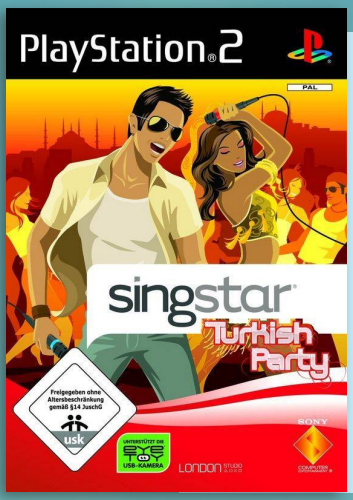
SingStar Country

7.5

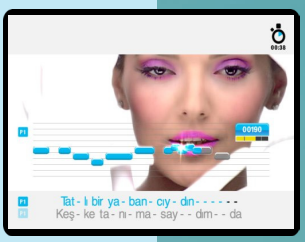


Developer	SCEE London Studio
Publisher	SCEA
Release date	(us) October 28, 2008
Genre	Music
Mode	1-8 Players

SingStar Country is a US only release featuring 30 songs from the current country artists, including Sony BMG Nashville country stars such as Brad Paisley, Gretchen Wilson and Alan Jackson.



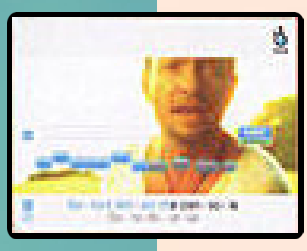
SingStar Turkish Party



Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) October 31, 2008
Genre	Music
Mode	1-2 Players

SingStar Turkish Party was released in Turkey. Artists include; Alisan, Ankarali Namik, Burcu Günes, Demet Akalin, Ferda Anil Yarkin, Ferdi Tayfur, Gülben Ergen, Gülsen, among others.

SingStar Italian Party 2

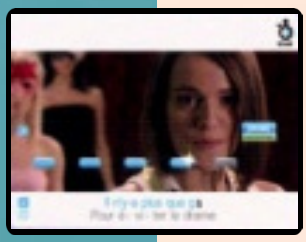


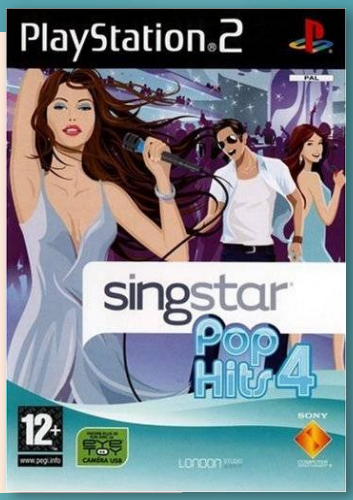
Developer	SCEE London Studio
Publisher	SCEE
Release date	(us) November 2008
Genre	Music
Mode	1-8 Players

SingStar Italian Party 2 was exclusively released in Italy, featuring artists from the country.

Gameplay remains unchanged from the rest of the series.

SingStar Pop Hits 4





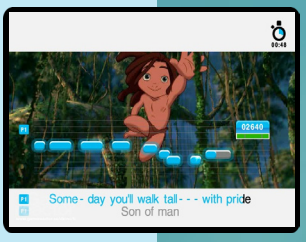
Developer	SCEE London Studio
Publisher	SCEE
Release date	(us) November 5, 2008
Genre	Music
Mode	1-8 Players

SingStar Pop Hits 4 is the sequel to SingStar Pop Hits 3 and as its predecessor, is exclusively released for the French market.

P

SingStar Singalong with Disney

5.4



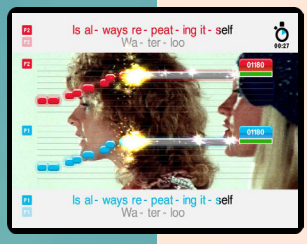
Developer	SCEE London Studio
Publisher	SCEE, (au) SCE Australia
Release date	(au) November 6, 2008
Genre	Music
Mode	1-8 Players

SingStar Singalong with Disney feature the music themes from different Disney movies. The tracklist is the same for all the European countries, but some of the songs are in the local language.

P

SingStar ABBA

6.4



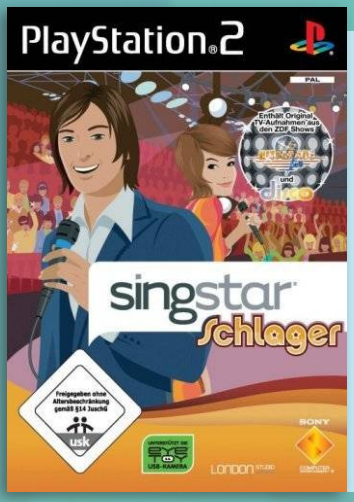
Developer	SCEE London Studio
Publisher	SCEE, (au) SCE Australia, (us) SCEA
Release date	(eu) November 14, 2008
Genre	Music
Mode	1-8 Players

SingStar ABBA was the first band specific SingStar game and feature songs from the Swedish disco group.

The game features 20 songs.

N P

SingStar Schlager



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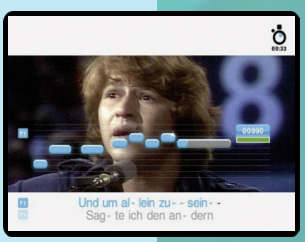
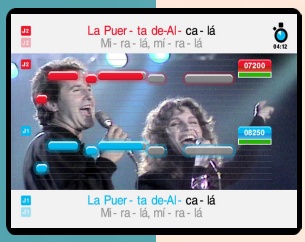


Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) December 3, 2008
Genre	Music
Mode	1-8 Players

SingStar: Schlager feature 30 German songs, mainly from the 1970s. Instead of music videos, the game uses performances from the German TV shows Hitparade and Disco.

P

SingStar Clasicos



Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) December 4, 2008
Genre	Music
Mode	1-8 Players

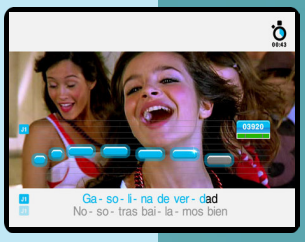
SingStar: Clásicos feature classic Spanish songs from the 1960, 1970s and 1980s. There are no changes to the gameplay formula.

SingStar Patito Feo

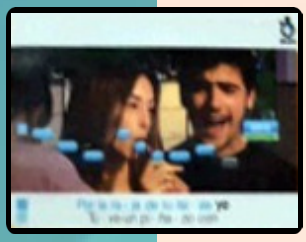
Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) 2009
Genre	Music
Mode	1-8 Players

SingStar Patito Feo includes 20 songs from the Spanish musical soap opera Patito Feo.

The game was released as a bundle with the microphones and as a stand alone game.



SingStar Pop 2009



Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) 2009
Genre	Music
Mode	1-8 Players

SingStar Pop 2009, also released as SingStar Svenska Stjärnor, SingStar SuomiPop and SingStar Pop Edition, includes various pop songs. In Finland, the game came with 30 Finnish songs.

SingStar Queen

7.3

Developer	SCEE London Studio
Publisher	SCE Australia, (eu) SCEE, (us) SCEA
Release date	(au) March 19, 2009
Genre	Music
Mode	1-8 Players

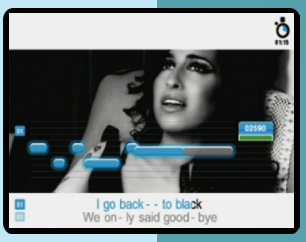
SingStar Queen features the music of rock band Queen and feature the usual gamelpay modes.

The game received “average” reviews according to Metacritic.

SingStar: The Biggest Solo Stars

Developer SCEE London Studio
Publisher SCEE
Release date (po) June 10, 2009
Genre Music
Mode 1-8 Players

SingStar: The Biggest Solo Stars was released as Singstar: Polskie Hity and SingStar Die größten Solokünstler. The two versions came with Polish or German songs, including English songs.



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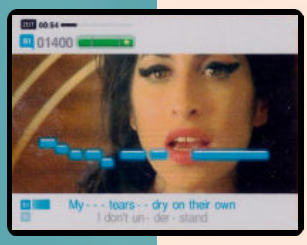
5.6



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SingStar Mallorca Party

Developer SCEE London Studio
Publisher SCEE
Release date (eu) July 9, 2009
Genre Music
Mode 1-8 Players

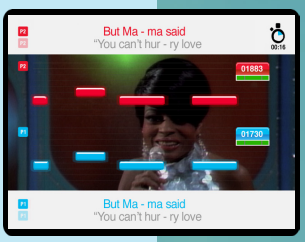
SingStar: Mallorca Party was exclusively released in Germany. I features 30 German songs which are meant to be consumed along with alcohol. There are no changes to the gameplay formula.

SingStar Motown

Developer SCEE London Studio
Publisher SCEE, (au) SCE Australia
Release date (au) September 17, 2009
Genre Music
Mode 1-8 Players

SingStar: Motown includes, with few exceptions, classic Motown songs from the 1960s and 1970s.

There are no changes to the gameplay formula.



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SingStar Studio 100

Developer SCEE London Studio
Publisher SCEE
Release date (eu) September 29, 2009
Genre Music
Mode 1-8 Players

SingStar: Studio 100 was exclusively released in the Netherlands. It includes songs from Studio 100's children's TV shows.

The gameplay remains unchanged.

SingStar Take That

2.7

Developer	SCEE London Studio
Publisher	SCEE, (au) SCE Australia
Release date	(au) November 5, 2009
Genre	Music
Mode	1-8 Players

SingStar: Take That exclusively features songs by the British pop band Take That.

Some of the tracks include; Everything Changes, Greatest Day, Hold Up A Light and Pray.

P

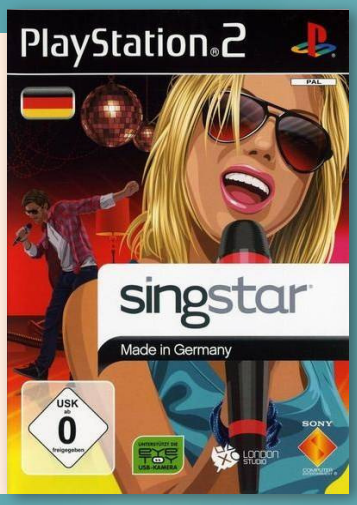
SingStar Made in Germany

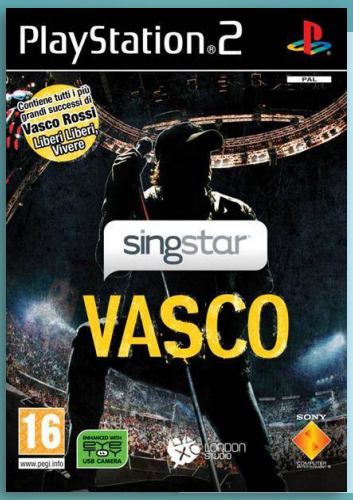
Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) November 6, 2009
Genre	Music
Mode	1-8 Players

SingStar: Made in Germany exclusively features songs by German (respectively German produced) artists.

There are no changes to the gameplay formula.

P





SingStar Vasco

Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) November 18, 2009
Genre	Music
Mode	1-2 Players

SingStar: Vasco exclusively features songs by the Italian singer-songwriter Vasco Rossi.

Some of the tracks include; Buoni O Cattivi, E..., Gioca Con Me and Mi Si Escludeva.

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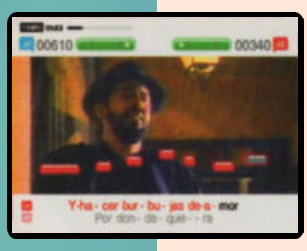
6.3

SingStar Latino



Developer	SCEE London Studio
Publisher	SCEA, (eu) SCEE
Release date	(eu) November 21, 2007
Genre	Music
Mode	1-8 Players

SingStar Latino includes a compilation of Latin songs, with songs from artists such as Alejandro Sanz, Juanes, Carlos Baute, David Bisbal, Paulina Rubio, La Quinta Estación, and Julieta Venegas.

N P

SingStar Mecano

Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) November 19, 2009
Genre	Music
Mode	1-8 Players

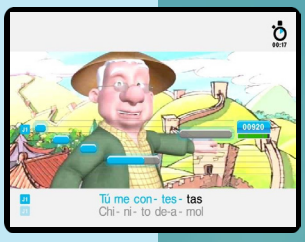
SingStar Mecano includes 30 songs, all of them belonging to the well-known 80's Spanish pop band, Mecano.

The game also had an PlayStation 3 release.

SingStar Miliki

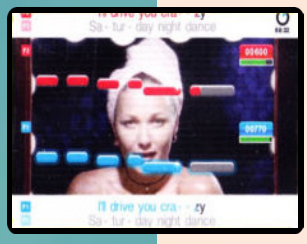
Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) November 26, 2009
Genre	Music
Mode	1-8 Players

SingStar: Miliki exclusively features songs by the Spanish clown and musician Miliki, with tracks including ¿Cómo están ustedes?, La Tabla, Pepe Trae La Escoba and Los Días de la Semana.



5.9

SingStar Chartbreaker



Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) December 4, 2009
Genre	Music
Mode	1-8 Players

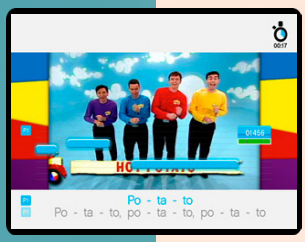
SingStar Chartbreaker feature different international hit songs. Artists include Lisa Stansfield, Orange Blue, Watershed, Max Werner, Emilia, Cinema Bizarre, China Crisis, among others.

SingStar Kent

Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) May 26, 2010
Genre	Music
Mode	1-8 Players

This game features songs exclusively by the Swedish rock band Kent. Some of the songs include; Generation EX, Taxmannen, Dom Andra, Ensamheten and Kärleken Väntar.

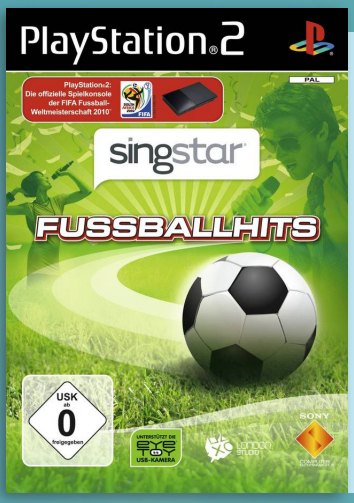
SingStar: The Wiggles



Developer	SCEE London Studio
Publisher	SCE Australia
Release date	(au) May 27, 2010
Genre	Music
Mode	1-8 Players

This game focuses specifically on the music of the Australian children's entertainers. The songs included in this release span The Wiggles' almost twenty year career.

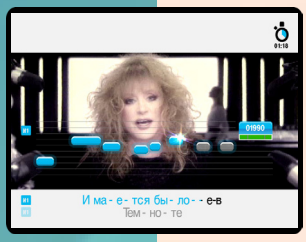
SingStar Fussballhits



Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) June 11, 2010
Genre	Music
Mode	1-8 Players

SingStar: Fussballhits feature different soccer songs. Some of the tracks included are; Three Lions 98, Deutschland Ist Der Geilste Club Der Welt, Bayern and Die Hände Zum Himmel.

SingStar Russian Hit



Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) June 11, 2010
Genre	Music
Mode	1-8 Players

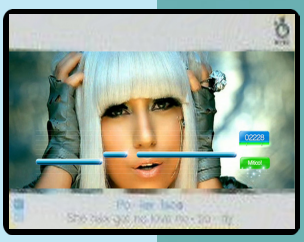
SingStar Русский Хит includes songs from different Russian artists, like; Жуки, Максим from Eurovision, Дима Билан, Лолита, Влад Топалов, Алла Пугачева Кристиной, among others.

SingStar Chart Hits

Developer	SCEE London Studio
Publisher	SCE Australia
Release date	(au) June 30, 2010
Genre	Music
Mode	1-8 Players

SingStar: Chart Hits was exclusively released in Australia and New Zealand. It includes pop songs by international and Australian artists.

There are no gameplay changes.



SingStar SuomiHitit

Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) *(?)* September 1, 2010
Genre	Music
Mode	1-8 Players

SingStar SuomiHitit is a Finish release with 25 tracks. The PS3 version includes 5 more tracks.

Artists includes, Fintelligens, Mamba, Poor, Night, Yö, Denigrate, among others.

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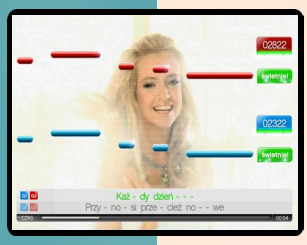

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SingStar: Polskie Hity 2

Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) September 22, 2010
Genre	Music
Mode	1-2 Players

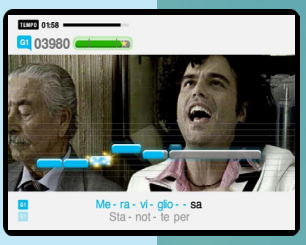
SingStar: Polskie Hity 2 was exclusively released on the Polish market.

Artists includes, Blue Café, Doda, Gosia Andrzejewicz, Liber & Doniu, Pectus, among others.

SingStar Cantautori Italiani

Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) December 1, 2010
Genre	Music
Mode	1-8 Players

SingStar Cantautori Italiani feature songs from Italian artists, like Antonello Venditti, Claudio Baglioni, Eros Ramazzotti to get to Gianna Nannini and Biagio Antonacci.



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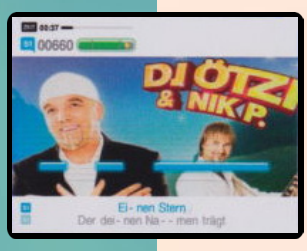


P

SingStar Apres-Ski Party 2

Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) December 3, 2010
Genre	Music
Mode	1-8 Players

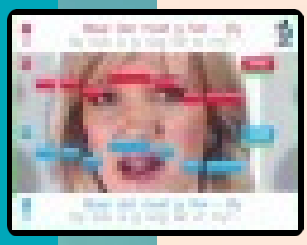
Like its predecessor, SingStar: Apres Ski Party 2 is a collection of party songs. While most of them are in German language, there are also a few international hits included.

SingStar SuomiSuosikit

Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) *(?)* August, 2011
Genre	Music
Mode	1-8 Players

SingStar SuomiSuosikit contains 25 songs by Finnish artists. Some of the artists include; Jare&VilleGalle, Poju, HIM, Samuli Edelmann, Teleks, Uniklubi, among others.

P



P

SingStar Afrikaanse Treffers

Developer	SCEE London Studio
Publisher	SCEE
Release date	(eu) March 30, 2011
Genre	Music
Mode	1-8 Players

Singstar Afrikaans was released specifically for South Africans. The game feature several Afrikaans music icons such as Blackie Swart, Steve Hofmeyer and Kurt Darren, among newer artists.

6.0

Sitting Ducks

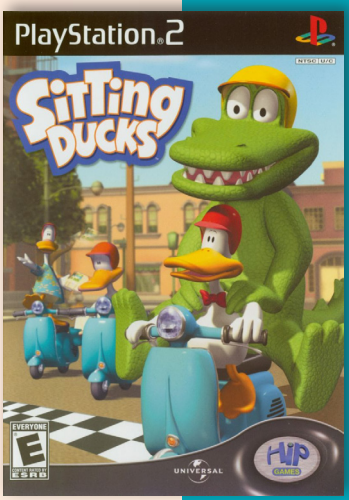
Developer	Asobo Studio
Publisher	LSP, (us) Hip Games
Release date	(eu) December 5, 2003
Genre	Action-platformer
Mode	1-2 Players

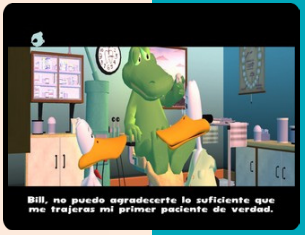
Sitting Ducks is based on the TV cartoon of the same name. The game revolves around Bill, a friendly but misunderstood duck and his best friend, a big alligator named Aldo, who has a tough exterior but is soft hearted.

This mission-based game is primarily aimed at children. The player explores a large city and its surroundings, guiding Bill and Aldo through more than twenty missions, which are mainly composed of mini-games. Progressing through the game, the player-characters will be able to get different modes of travel including skateboards and scooters. The game environment includes side missions and interactive areas such as a soccer field, swimming pool, skating arena, hockey rink and more.

"mobygames.com"

N P

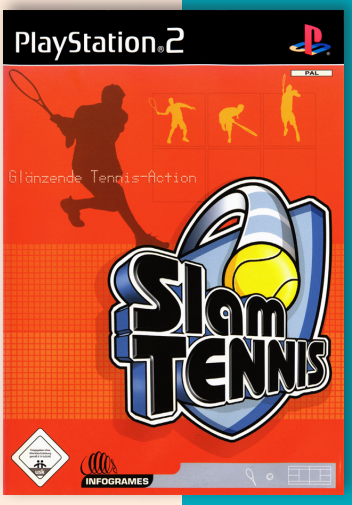




Slam Tennis

7.0

Developer	Infogrames
Publisher	Infogrames
Release date	(eu) August 2, 2002
Genre	Sports
Mode	1-2 (4) Players

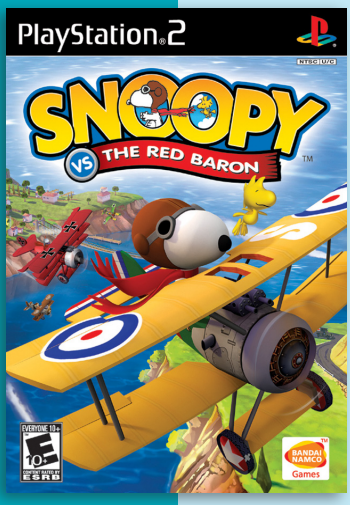


Two different extremes of tennis are combined here. The four Grand Slam venues are among the 11 featured, but so are a mansion and a dance hall. These surfaces all affect ball speed and bounce. A few real players such as Carlos Moya and Tim Henman are included, but most are created for the game - a lifeguard and a mayor are included, with abilities based on their real-life work.

As well as playing individual Exhibition matches, players can take on an Arcade challenge of defeating the 16 players or take on the full Slam Tennis Championship event. Forehand, backhand and lob shots are all available. There are also sub-games: Crazy Collapsing Columns, Bubble Bursting Bonanza, Rocking Ring Riot, and Sand, Sea and Serve.

"mobygames.com"

Snoopy vs. the Red Baron



Developer	Smart Bomb Interactive
Publisher	Namco Bandai Games
Release date	(us) October 24, 2006
Genre	Action-adventure
Mode	1-2 Players

7.3

Snoopy vs. the Red Baron is a flight combat game released on the PS2, PSP, and Windows in 2006. As the name implies, the protagonist is Snoopy, the dog. The game is based on one of the Snoopy alter egos: a World War I flying ace battling against Manfred von Richthofen, the Red Baron, the Flying Circus: Jagdgeschwader 1, the Austro-Hungarian Empire, and other war heroes.

The game mechanics center around third-person action adventure flight in contexts such as aerial races, dogfighting missions, and world exploration. Collectible items in the world unlock plane and weapon upgrades, as well as new character/plane combinations for use in versus multiplayer aerial combat. The game features 7 of locations for Snoopy's original Flying Ace adventures, which often change considerably from mission to mission.

the Forbidden Siren is calling... www.forbidden-siren.com
fun, anyone?
PlayStation.2

Siren

Developer	SCE Japan Studio
Publisher	SCEI, (eu) SCEE, (au) SCE Australia, (us) SCEA
Release date	(jp) November 6, 2003
Genre	Survival horror
Mode	1 Player

7.2

JNP

Siren, known as Forbidden Siren in the PAL region, is a survival horror stealth game. It was followed by two sequel/remakes and a loose film adaption.

The game's plot revolves around an interconnected cast of characters that possess a power which enables them to see and hear what a nearby character sees.

Siren is divided into stages, each taking place in one of ten areas in the village of Hanuda, and organized chronologically in a table called the "Link Navigator". In order to complete a stage, the player must accomplish a primary objective that usually involves reaching an exit point, subduing undead enemies called shibito, or finding an item. Objectives in different stages are interconnected via a butterfly effect, and a character's actions in one stage can trigger a secondary objective in another stage.

There are miscellaneous items scattered throughout each stage that give the player further insight into the plot's background. The game's player characters possess a psychic power known as "sightjacking", which enables them to see and hear what a nearby Shibito or human sees and hears, and thus pinpoint its position, as well as gain knowledge of their activities and of the position of obtainable items. The clarity of each target depends on the distance from the player character.

The game encourages the player to avoid Shibito rather than fight them. Characters can walk silently, avoid the use of a flashlight, and crouch behind objects to elude detection. Certain mission objectives require the player character to use items and/or the environment to distract Shibito from their activity, in order for them to achieve a goal. Others require the player to escort a non-player character. Player characters can also shout at any time in order to get the attention of nearby Shibito. If a character is seen by a Shibito, the latter will pursue the character to kill them either with a melee or ranged weapon or by strangulation.

6.2

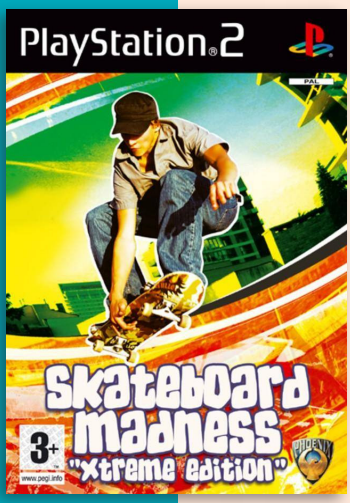
Skate Attack

Developer	Zeroscale, Play It
Publisher	Midas Interactive Entertainment
Release date	(eu) March 9, 2007
Genre	Sports
Mode	1 Player

Players take control of a character who have to save his best friend. Players can skate between hover cars, grinding rails and pulling off trick combos. The game includes over 30 single lip, grind, kick, manual and grind tricks. Players can also laser-tag onto flying robotic Drones that populate the city and take them for a ride or drive them into enemies.

"ign.com"

Skateboard Madness Xtreme Edition



Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) April 20, 2007
Genre	Sports
Mode	1 Player

Skateboard Madness Xtreme Edition is a one player skateboard game for the Playstation 2. Players take control of a skater with the apparent goal of becoming the rising star of skateboarding by participating in the prestigious competitions.

This budget game feature, as most Phoenix Games, simple gameplay and, often, unresponsive controls.

5.9

Ski and Shoot

Developer	49Games, Crave
Publisher	Crave
Release date	(us) February 28, 2009
Genre	Sports
Mode	1-4 Players

Ski and shoot is based on the official rules of Biathlon, the winter sport combing cross-country skiing and rifle marksmanship.

The game feature 15 levels including four original venues and original cups and world championships. Players can train their character to compete at the highest level in the Pro-League in the Career Mode or play Split Screen with another player in Multiplayer Mode.

Ski Jump Pair Reloaded

7.3

Developer	Kamui
Publisher	Kamui
Release date	(jp) March 16, 2006
Genre	Rhythm
Mode	1-10 Players

In this Japanese-only release players participate in the fictional sport of tandem ski jumping where contestants try to complete the most outlandish tricks to win.

The game is based on a popular DVD series featuring CG-based skijumping called Skijump Pair. The game adaptation includes tournament, versus and training modes along with a total of 28 pairs from 26 countries.

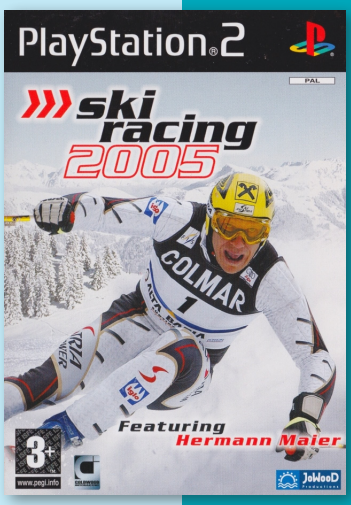
J

Ski Racing 2005

Developer	Coldwood Interactive AB
Publisher	JoWooD Productions
Release date	(eu) March 24, 2005
Genre	Sports
Mode	1 Player

Ski Racing 2005 is an officially licensed downhill racing game on skis. It includes ski pistes from various real locations such as Kitzbühl, Garmisch-Partenkirchen and Val d'Isère. The game comes with four game modes taken directly from the world championships. They are slalom, giant slalom, super-g and downhill. The game modes each focus on speed and manoeuvrability.

"mobygames.com"



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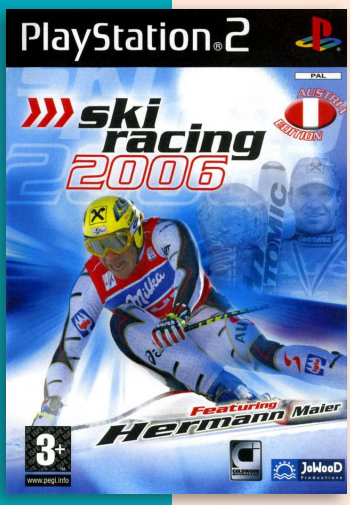
Ski Racing 2006

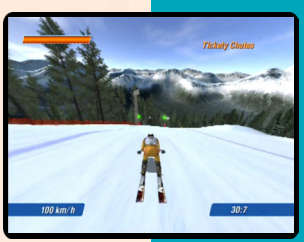
6.5



Developer	Coldwood Interactive AB
Publisher	Deep Silver
Release date	(eu) December 9, 2005
Genre	Sports
Mode	1-2 Players

The sequel to Ski Racing 2005 comes with all the locations from its predecessor. Players can play the game in three different difficulties and it comes with the same game modes as the previous game taken directly from the world championships. They are slalom, giant slalom, super-g and downhill; new is the World Cup mode. The game modes each focus on speed and manoeuvrability.

"mobygames.com"



P

Ski-doo Snow X Racing

5.0

Developer	Coldwood Interactive
Publisher	Valcon Games, (eu) Virgin Play
Release date	(us) August 2, 2007
Genre	Racing
Mode	1-2 Players

SXR is a snowmobile racing game in the lineage of Splashdown.

The player will race in four countries (USA, Canada, Sweden, and Russia) and 18 tracks. Different game modes include a career, quick, simple race mode and splitscreen multiplayer. During race, player-controlled snowmobile can perform up to 16 different tricks. Customization of the vehicle is also possible.

Skip Beat!

7.3

Developer	5pb
Publisher	5pb
Release date	(jp) May 28, 2009
Genre	Visual novel
Mode	1 Player

Skip Beat! is the story of Kyoko Mogami a 16-year-old girl who discovers that her childhood friend and romantic goal, Shotaro, only keeps her around to act as a maid and earn his living expenses, as he works his way to become the top pop idol in Japan.

The limited edition includes an Original Soundtrack CD and an original strap which are only available in this bundle.

Skyscraper

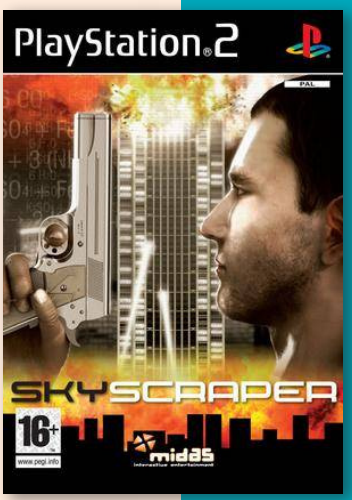
4.8

Developer	Atomic Planet Entertainment
Publisher	Midas Interactive Entertainment
Release date	(eu) October 24, 2008
Genre	First-person shooter
Mode	1 Player

Skyscraper is a first-person shooter where players take control of Scientist, Chris Wilson, who must travel through twenty floors in the Tigra Corp skyscraper to save his girlfriend from terrorists.

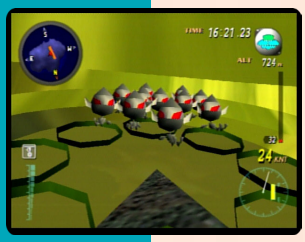
The game is a corridor-FPS where levels is set in various labs and offices. The game also feature security hack mini-games (heavily inspired by Pipe Mania).

"thepixelempire.net"

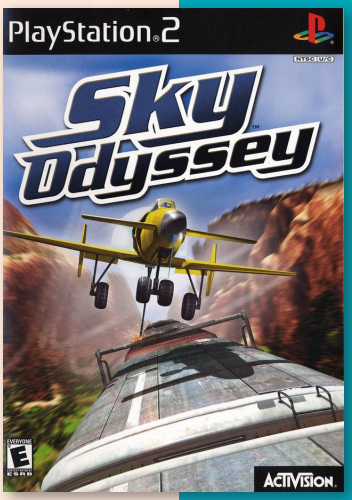


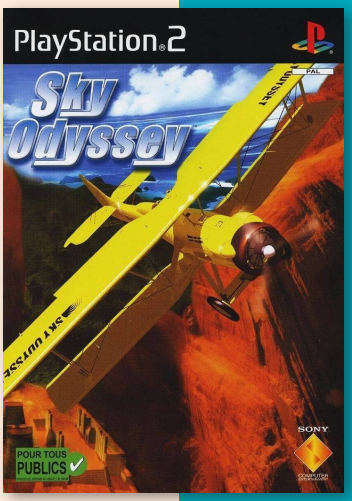
Sky Odyssey

7.9



Developer	Cross Co, Future Creates, XAX Entertainment
Publisher	Activision, (jp) SCEI, (eu) SCEE
Release date	(us) November 15, 2000
Genre	Action
Mode	1 Player





J N P

Sky Odyssey (called The Sky Odyssey in Japan) is an action/adventure flight simulator for the PlayStation 2. The game's soundtrack was composed by Kow Otani, who also composed the music for Shadow of the Colossus, a variety of Gamera films, and various anime.

The game follows an Indiana Jones-style storyline in which the player character flies through several areas of a fictional world, collecting artifacts as well as pieces of a map. The adventure mode of the game focuses on reaching the hidden tower of Maximus, which is located on one of four uncharted islands which are explored in the game.

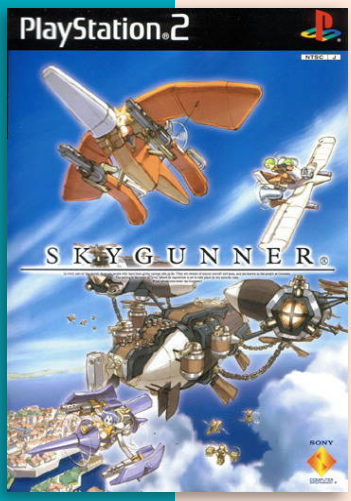
The player is given control of 10 different aircraft, 7 of which must be unlocked. These range from the Swordfish Mk. 1 biplane to jets to UFO's. While a few of these are military aircraft, no combat actually takes place in the game. Instead players are given the task of flying complex missions to search for the map pieces needed to find the Tower of Maximus. Most missions involve traversing from one point on the games map to the next, but rarely is this straight forward. The missions often follow a path that requires flight through extreme terrain such as canyons, caves, and mountain peaks.

To further complicate things, rogue weather patterns, rock slides, and other natural phenomena will constantly impede on progress into these areas and will often threaten to destroy the player's aircraft. In addition, several of the game's levels require certain tasks to be completed to advance. Examples of these include mid air refueling with a moving train, or attempting a fuel dump in order to cross a high mountain pass. After the mission is complete, players are given a score ranging from A+ to D and can buy new parts to customize their aircraft. Higher scores lead to more parts being made available for purchase.

Sky Odyssey was well received by the game critics. IGN gave the game a favorable score of 9 out of 10 stating that Sky Odyssey is a game *"that belongs in the software library of every PlayStation 2 owner."*

SkyGunner

7.5



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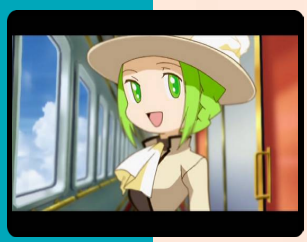

Developer	Pixel Arts
Publisher	SCEI, (us) Atlus
Release date	(jp) September 27, 2001
Genre	Third-person shooter
Mode	1 Player

Sky Gunner (often stylized as SkyGunner) is a 3D third-person combat flight simulator for the PlayStation 2. The game's setting and art style has elements of steampunk.

Sky Gunner follows the story of 3 ace pilots, Ciel, Copain and Femme, who are hired to protect the "Eternal Engine", an engine capable of perpetual motion. Little do they know, the criminal genius, Ventre, is planning to use the town's celebration aboard the luxury airship, Merveilleux, as an opportunity to steal the Eternal Engine for his own evil ends.

The emphasis of SkyGunner is action. Players choose to take the role of either Ciel, Copain or Femme, each with their own campaign and unique flying abilities and special skill. Players can turn the plane's direction up, down, left and right, perform barrel rolls, use afterburners and breaking. Weaponry is handled by a complex system of targeting, with involves two types: "Look Targeting" and "Weapon Lock". Look Targeting simply assigns a particular enemy as the center of the camera and can be switched between at any time. The player must still maneuver near the enemy and target them with the cross hairs in order to fire on them. Depending on the secondary weapon selected, players can roll the cross hairs over the wing leader of an enemy group or the sequentially lead gun on a battleship, allowing the player to instantly target multiples from that group.

The primary weapon of each airplane is a machine gun which fires straight ahead. More destructive secondary weapons are also available, and include Fireworks Missiles which create area explosions, Dog Missiles which slow and/or immobilize targets and Cross Missiles which stick to targets and need to be shot by a machine gun to detonate. These secondary weapons are automatically replenished with the destruction of chains of enemies and/or combos. Chains/Combos are also the way to activate score multipliers, which affect the amount of money won in each mission.

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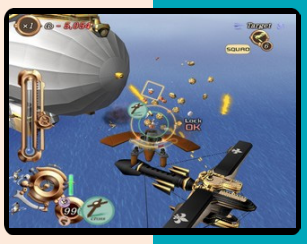
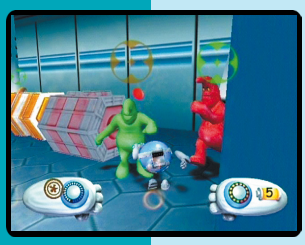
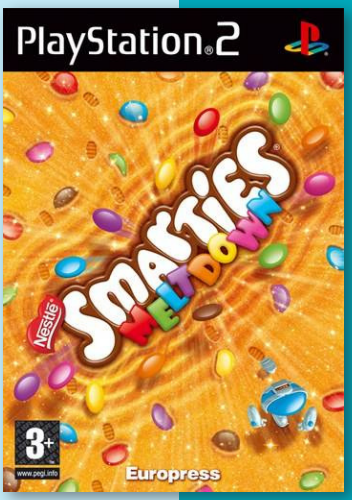


Smarties: Meltdown

5.2



Developer	Europress
Publisher	Europress
Release date	(eu) March 17, 2006
Genre	Action-adventure
Mode	1 Player



Smarties: Meltdown was developed by British company EM Studios and aimed at young children. The game is set on a giant Nestlé Smartie shaped factory ship which orbits the Earth. Dr. Soursweet is the main villain in the game, who aims to take over the Smarties factory. The main hero is a runaway blue Smartie named Big Blue, voiced by Dave Benson-Phillips, who must battle to save the factory and the Smarties.

Big Blue has to explore the different areas of the factory, saving individual Smarties and destroying "Stroopers" - Dr. Soursweet's evil sugary creations. Big Blue must also find permanent upgrades, which improve various aspects of Big Blue and his "exosuit" (the suit in which he uses to run, shoot and jump). Some of the upgrades include "Choco Ray", which fires a blast of chocolate (with enough blasts, players can destroy Stroopers), and "Half Chocolate Jacket", which offers temporary protection against enemy fire.

Big Blue's exosuit runs on energy, which needs to be replaced after it is used up. Energy can be used by speeding up his run or by using the upgrades. Destroying Stroopers provides Big Blue with "energy balls". Big Blue has health and up to five lives - medikits and energy cells can also be found and collected.

The game is quite open-ended, with most levels containing large areas with plenty of Smarties to find. Most areas need players to collect a certain number of Smarties before they can access them, providing a challenge for younger players. There are a few different gameplay styles but these repeat themselves throughout the game. The entire game mostly has a 'platform' gameplay style, but there are some more action-adventure touches to certain parts of the game.

The game was only released in Europe and received generally poor reviews. The Official PlayStation 2 Magazine UK gave Smarties: Meltdown its lowest possible score, 1/10. Plans were made for the game to be released on the GameCube and also in North America, but were cancelled, possibly due to the game's poor reception.

Slot! Pro DX: Fujiko 2

4.6

Developer	Nippon Telenet
Publisher	Nippon Telenet
Release date	(jp) February 27, 2003
Genre	Gambling
Mode	1 Player

SLOT! PRO DX Fujiko 2 simulates the Pachi-slot machine Fujiko, and is based on a character from the Lupin the 3rd franchise.

J

Slotter UP Core

Developer	Dorart
Publisher	Dorart
Release date	(jp) July 10, 2003
Genre	Gambling
Mode	1 Player

This is the first in the sub-series that is part of the Slotter Mania franchise of pachislot games. The games comes mostly with the same gameplay and modes.

J

Slotter UP Core 2

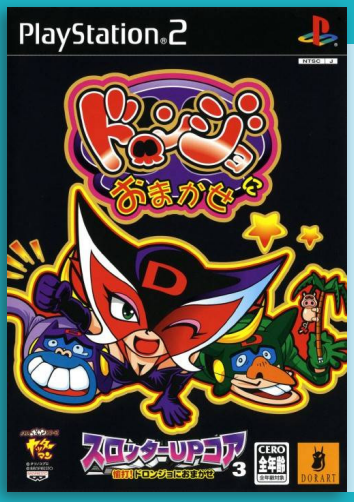
5.4

Developer	Dorart, Baltec
Publisher	Dorart
Release date	(jp) July 24, 2003
Genre	Gambling
Mode	1 Player

The game is based on the Minami no Teiou manga. It simulation the original pachinko machine with different levels of zoom, there also a sound, music and pictures galleries.

J

Slotter Up Core 3



7.8

Developer	Dorart
Publisher	Dorart
Release date	(jp) June 17, 2004
Genre	Gambling
Mode	1 Player

The theme of this pachi-slot is based around the Droonjo villain from the anime, Yatterman Mann. The game includes the usual modes, like practice mode, data mode, etc..

J

Slotter UP Core 4:
Don-chan Gekiuchi! Jissen Pachi-Slot Ore Izuma

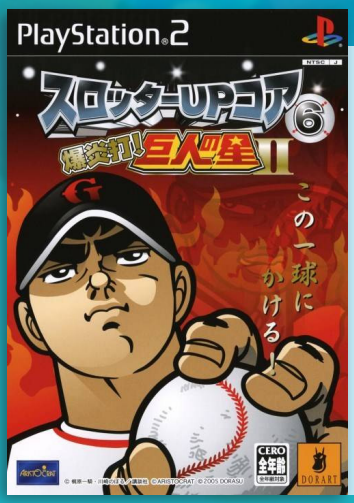
Developer	Dorart
Publisher	Dorart
Release date	(jp) October 21, 2004
Genre	Gambling
Mode	1 Player

Slotter UP Core 4 “ton Chan Geki shot!” is another pachi-slot game with the usual game modes.

Slotter Up Core 5

Developer	Dorart
Publisher	Dorart
Release date	(jp) November 25, 2004
Genre	Gambling
Mode	1 Player

The fifth game in the Slotter Up Core series is based on characters from the Lupin the 3rd franchise. The game feature sound effects and music from the anime.



Slotter Up Core 6

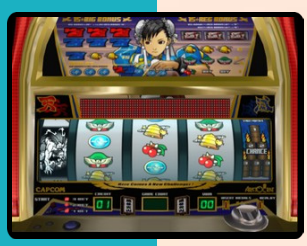
7.6

Developer	Dorart
Publisher	Dorart
Release date	(jp) January 27, 2005
Genre	Gambling
Mode	1 Player

Slotter UP Core 6 “explosive strokes! Giant’s Star II” is based upon the Japanese sports manga, Star of the Giants.

Slotter Up Core 7:
Dekitou da! Street Fighter II

6.9



Developer	Aristocrat
Publisher	Dorart
Release date	(jp) June 16, 2005
Genre	Gambling
Mode	1 Player

The game features a simulation of the original machine with different levels of zoom, a sound & music galleries and a picture gallery.

Slotter Up Core 8:
Kyojin no Hoshi III

Developer	Aristocrat
Publisher	Dorart
Release date	(jp) December 22, 2005
Genre	Gambling
Mode	1 Player

This patchi-slot is based on the Star of the Giants anime and features different levels of zoom, sound, music and pictures galleries.

J

J

Slotter Up Core 9

Developer	Dorart
Publisher	Dorart
Release date	(jp) November 2, 2006
Genre	Gambling
Mode	1 Player

Slotter UP Core 9 “Jug Extremely! Final juggler” is another pachi-slot simulator featuring machines from the Juggler line of pachislot machines.

Slotter Up Core 10:
Mach GoGoGo2

Developer	Dorart
Publisher	Dorart
Release date	(jp) April 24, 2008
Genre	Gambling
Mode	1 Player

Mach GOGOGO2 Haste Cheats is based around the SpeedRacer franchise. The game feature sounds and music from the anime.

J

J

Slotter Up Core 11:
Kyoujin no Hoshi IV

Developer	Dorart
Publisher	Dorart
Release date	(jp) March 26, 2009
Genre	Gambling
Mode	1 Player

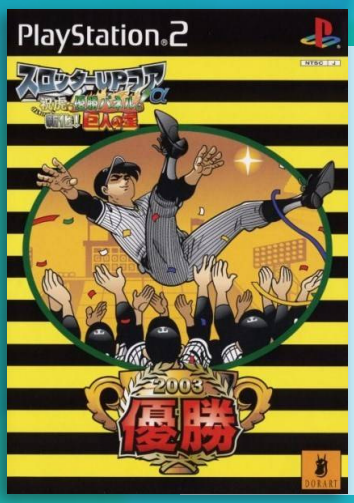
Slotter UP Core 11 is another pachi-slot based on the Star of the Giants anime. The game comes with the usual gameplay modes.

Slotter Up Core 12: PinPon

Developer	Dorart
Publisher	Dorart
Release date	(jp) December 2, 2010
Genre	Gambling
Mode	1 Player

Slotter UP Core 12/Ping pong is based on the sports manga, Ping Pong. The game includes a BMG mode, where players can listen to different sound effects and a picture gallery.

Slotter UP Core Alpha



7.3

Developer	Dorart
Publisher	Dorart
Release date	(jp) December 4, 2003
Genre	Gambling
Mode	1 Player

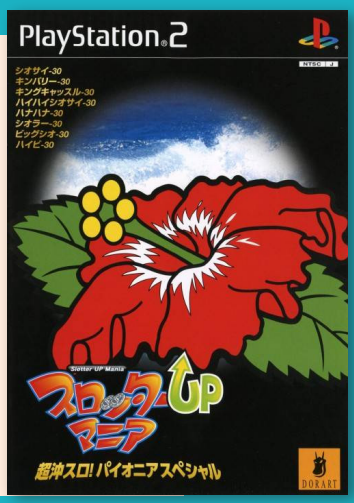
Slotter UP Core is another pachi-game based on the Star of the Giants franchise. The game feature different game modes, like Special Training mode and replay mode.

Slotter UP Mania

7.4

Developer	Dorart, Baltec
Publisher	Dorart
Release date	(jp) April 24, 2003
Genre	Gambling
Mode	1 Player

The game features a simulation of 8 pachinko machines; “Sound of the surf -30” “Kimberly -30” “King Castle -30” “Hana Hana -30” “Shiora -30”, among others.



Slotter UP Mania 2

Developer	Dorart, Kita Denshu
Publisher	Dorart
Release date	(jp) September 11, 2003
Genre	Gambling
Mode	1 Player

This game features simulation of the 5 pachi-machines from the Juggler series, with the usual levels of zoom, sound, music and pictures galleries.

Slotter UP Mania 3

7.4

Developer	Dorart, E.M.A.
Publisher	Dorart
Release date	(jp) December 18, 2003
Genre	Gambling
Mode	1 Player

Slotter Up Mania 3: New Pegasus Special features a simulation of the 3 pachinko machines in the Pegasus series; New Olympia Pegasus, New Pegasus A & New Pegasus L.

Slotter UP Mania 4

8.2

Developer	Dorart
Publisher	Dorart
Release date	(jp) February 26, 2004
Genre	Gambling
Mode	1 Player

Slotter UP Mania 4 “Southern Incense! Super Hana Hana & Sismar & Onase” includes 3 pachinko models; Super Hana Hana-30, Sismar-30 and Oase.

Slotter Up Mania 5

7.4

Developer	Dorart, Aristocrat
Publisher	Dorart
Release date	(jp) October 28, 2004
Genre	Gambling
Mode	1 Player

Slotter Up Mania 5: Soukaigekida Mach Go Go Go & Daruma Neko is based on the 2 pachi-slot machienes; Mach Go Go Go and Manekineko Plus Daruma.

Slotter Up Mania 6

Developer	Dorart, Pioneer
Publisher	Dorart
Release date	(jp) May 26, 2005
Genre	Gambling
Mode	1 Player

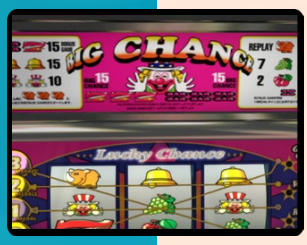
Slotter Up Mania 6: Oki no Neppuu Pioneer Special 2 feature 2 pachinko Pioneer machines; Super Sio Sai and Big Siosienne.

Slotter Up Mania 7

Developer Dorart, E.M.A.
Publisher Dorart
Release date (jp) September 1, 2005
Genre Gambling
Mode 1 Player

Slotter Up Mania 7 features two pachi-slots. Apart from the usual game modes, this game also let players switch on auto play for collecting data that can be used when playing the physical machine.

7.7



Slotter Up Mania 8

Developer Dorart, Kita Denshi
Publisher Dorart
Release date (jp) September 29, 2005
Genre Gambling
Mode 1 Player

Slotter Up Mania 8 includes four machines from the Juggler line of pachislot machines. The game also includes a practice mode which lets players work on their strategy. Visuals and sound are

Slotter Up Mania 9

Developer Dorart, E.M.A.
Publisher Dorart
Release date (jp) December 27, 2007
Genre Gambling
Mode 1 Player

Slotter Up Mania 9: Atsu Oki Daze! Mensore30 & Mensore 2-30 features simulation of 2 pachinko machines; Mensore30 and Mensore 2-30.

7.3

Slotter Up Mania 10: Pioneer Special III

Developer Dorart
Publisher Dorart
Release date (jp) May 22, 2008
Genre Gambling
Mode 1 Player

Slotter UP Mania 10 Pioneer Special 3 includes simulations of pachi-machines from Pioneer.

Slotter Up Mania 11: 2027 vs 2027 II

Developer	Dorart
Publisher	Dorart
Release date	(jp) October 15, 2009
Genre	Gambling
Mode	1 Player

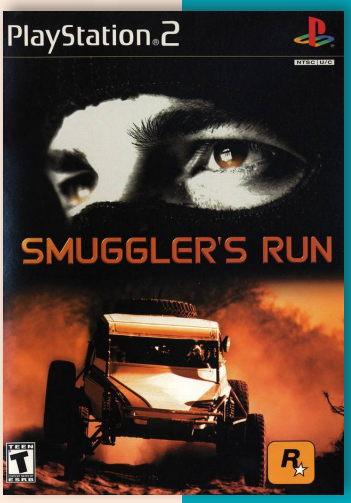
The game includes a storyline and different settings, like auto play, forced flag, small reel display and data gathering mode.

J

7.9

Smuggler's Run

Developer	Angel Studios
Publisher	Rockstar Games, (jp) Syscom
Release date	(us) October 25, 2000
Genre	Racing, Action
Mode	1-2 Players



In Smuggler's Run, the player plays as a smuggler who has a number of different vehicles at his disposal including dune buggies, rally cars, and military vehicles. The vehicles are used to smuggle assorted cargo through three different large, open levels. The game, which was an early release for the Sony PlayStation 2, features career and 1 to 2 player arcade modes.

Gameplay modes include;

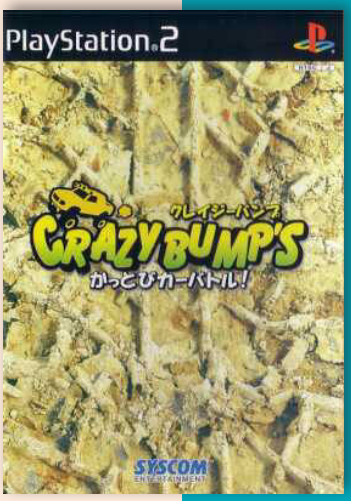
Smuggler's Mission: New to a local smuggling gang, the players job is to smuggle cargo through three consecutive levels (forest, desert, and snow) with about ten missions per level. In nearly all missions players must evade the U.S. border patrol, the CIA, or rival smuggling gangs. This is basically the career mode of the game. There are a total of 34 missions to complete in this mode.

Turf War: In the turf war mode, players can play three different mini-games, two of which involve smuggling cargo while fighting against a rival gang. The final mini-game is a race through a popular spot through the level of the players choice.

Joyriding: Joyriding mode is basically a free roam mode where players can explore the level of their choice without having to evade the border patrol. This is a good way to become familiar with the levels and find a quick way through the level during smuggler's mission.

J N P

Crazy Bump's: Kattobi Car Battle (jp)



Smuggler's Run 2: Hostile Territory

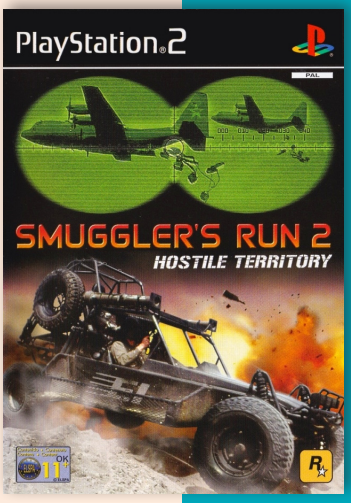
7.7

Developer	Rockstar San Diego
Publisher	Rockstar Games
Release date	(us) October 30, 2001
Genre	Racing, Action
Mode	1-2 Players

Like the first game the player is a smuggler trying to deliver illegal cargo to destinations within 3 large maps in the game using several different types of vehicles to make deliveries in a given amount of time. Now, players will also have to follow vehicles without being seen, destroying enemy vehicles, and evading police after all other objectives are finished. The player will be given a number of vehicles to choose from.

The game was originally supposed to take place in Afghanistan but following the attacks on the World Trade Center and the subsequent invasion of Afghanistan, the developers changed the Afghanistan levels to the deserts of Georgia/Russia instead.

Unlike the original game, Smuggler's Run 2: Hostile Territory did not become a Sony Greatest Hit. This was most likely due to the difficulty of the game. As in the first one, the police can drive the same cars but with much greater max speeds, the ability to go faster, slower and turn in mid air to land on the player off jumps, extreme acceleration, and being outnumbered and taken out easy. Along with very inflexible time limits, leaving no room for mistakes.



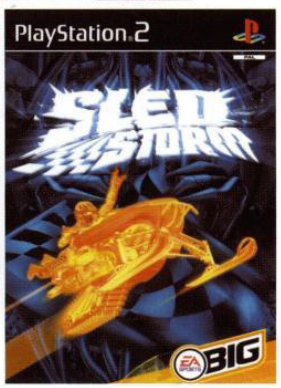
Snow White and the 7 Clever Boys

1.6

Developer	Aqua Pacific
Publisher	Phoenix Games
Release date	(jp) December 15, 2006
Genre	Mini-games
Mode	1 Player

This game follow the usual Phoenix Games formula; simple mini-games and a short cartoon.

The cover is, like many other of Phoenix Games titles, misleading. The in-game characters are depicted as normal boys (excluding the character that is depicted as a blackface stereotype), instead on old dwarves. The animation are also 2D overlay on 3D backgrounds. Not full 3D.



PlayStation.2

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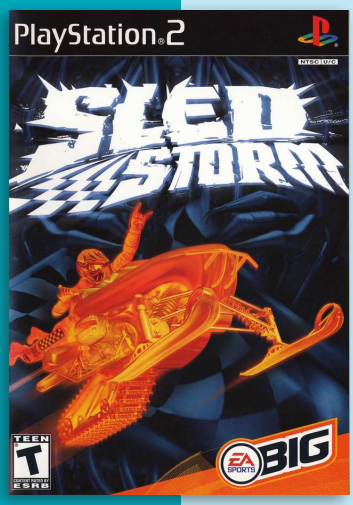
Sled Storm

7.3



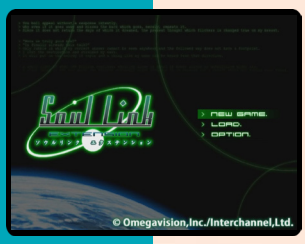
Developer	Electronic Arts Canada
Publisher	Electronic Arts
Release date	(us) March 11, 2002
Genre	Racing
Mode	1-2 Players

Sled Storm is the sequel to the 1999 PlayStation game, also called Sled Storm. The gameplay this time around is more similar to SSX. The environments were more interactive than the previous game with a larger amount of shortcuts and alternate paths. An attack button, new to the series, can be used attack opponents in an attempt to knock them off their snowmobile. Again, like the prequel the characters had differing attributes which affect weight, acceleration, and other things. But the storyline for the characters was covered much more in depth. The trick feature in this game was extensive and contained a greater number of possible tricks, accessed by using the top four shoulder buttons in combination with the direction pad. The trick meter not only increases the score like the original, but it also charges the newly incorporated “Storm Meter” (which must be charged by performing tricks).

N P

SoulLink Extension

7.1



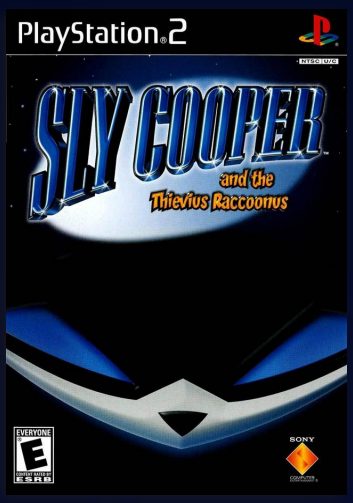
J

Developer	Interchannel
Publisher	Interchannel
Release date	(jp) June 29, 2006
Genre	Visual novel
Mode	1 Player

Soul Link is a Japanese visual novel originally released as an adult game for Windows in 2004. The all-ages release of the original game, titled Soul Link Extension, contains additional material to supplement the removal of adult content.

The game is set in AD 2045, where a group of military cadets attending the preparatory course of the Central Military Academy transfer to the space station Aries for zero-g training. This class of cadets includes Ryota Aizawa, Sayaka Nagase and Kazuhiko Nitta. Their training is interrupted when a terrorist group called “Hallarax” takes over the station. While the military successfully evacuates the civilians on board the station, Ryota and his group are trapped. Worse still, the boarding assault has left most of the military personnel dead, effectively leaving the cadets on their own.

8.6



JNP

Sly Cooper and the Thievius Raccoonus

Developer	Sucker Punch
Publisher	SCEI, (us) SCEA, (eu) SCEE
Release date	(us) September 23, 2002
Genre	Action-platformer
Mode	1 Player

Sly Cooper and the Thievius Raccoonus (known as Sly Raccoon in Europe and Australia) is a platform stealth game created by Sucker Punch Productions. On November 9, 2010, Sly Cooper and the Thievius Raccoonus, as well as its first two sequels, were released together as The Sly Collection, a remastered port of all three games on a single Blu-ray disc as a Classics HD title for the PlayStation 3.

The game focuses on master thief Sly Cooper and his gang, Bentley the Turtle and Murray the Hippo, as they seek out the Fiendish Five to recover his family's "Thievius Raccoonus," a book with the accumulation of all of Sly's ancestors' thieving moves.

Sly Cooper is a third person platformer which incorporates stealth elements; as noted by an Official U.S. PlayStation Magazine retrospective, the game *"tries to mix one-hit-kill arcade action with Splinter Cell sneaking"*. The player controls Sly Cooper, the title character, as he moves between each uniquely themed lair of the Fiendish Five and the sub-sections of those lairs, avoiding security systems and the watchful eyes of enemies. While Sly is equipped with a cane to attack his foes, he can be defeated with a single hit, and so the player is urged to use stealth maneuvers and the environment to evade or silently neutralize potential threats.

To assist in these stealth moves, the environment contains special areas colored with blue sparkles of light, identified in the game as Sly's "thief senses." The player can trigger context-sensitive actions in these areas, such as shimmying along a narrow ledge or wall, landing on a pointed object such as an antenna or streetlight, climbing along the length of a narrow pole or pipe or using the cane to grapple onto something. The player must avoid detection by security systems and enemies, otherwise an alarm will sound and the player will either have to destroy the alarm, avoid or defeat foes alerted by the alarm or hide for several seconds until the alarm resets. The game uses a dynamic music system that changes depending on the state of alarm in the area: the music will increase in volume and pacing when Sly attacks or is detected, and then will quiet down as the disturbance goes away.

Each sub-section of a lair contains a number of clue bottles which, when collected, allow Sly to access a safe in the level that contains a page from the Thievius Raccoonus. These pages grant Sly new moves to aid in movement, stealth, or combat, such as creating a decoy or dropping an explosive hat. Defeating each of the bosses also gives Sly moves, and these abilities are typically necessary to pass later levels. Coins are scattered about the levels and are also generated by defeating enemies or destroying objects. For every 100 coins collected, Sly gains a lucky horseshoe, which allow him to take extra hits or an extra life.

Besides the regular gameplay, there are mini-games that include driving levels (based on Murray), shooting levels to protect Murray as he ascends certain levels,

and a cyber-tank game representing a hacking attempt by Bentley. One notable boss battle includes a rhythm-based sequence similar to Dance Dance Revolution.

Levels can be returned to at any time to gain additional coins or to seek out special moves. When a level is completed, all of the clue bottles are collected and the secret move is found, the player can then attempt a "Master Sprint", a timed sprint through the level to try to beat a set time. The player can unlock additional artistic content by completing all the levels in this fashion. For each level that has the "Master Sprint" completed, a developers commentary for that level is unlocked.

Brian Flemming of Sucker Punch called the rendering style as *"Toon-shading"*, comparing the detailed backgrounds with cel-shading foregrounds to that of animated movies. An interview with the Sucker Punch development team identified that they took this route because *"We wanted Sly and his world to look illustrated, but one step away from a flattened graphic style."* To prevent slowdowns with framerates, the team *"had at least one engineer working on nothing but performance for the entire development of Sly."* The game art team *"collected hundreds of photos and drawings of areas that looked like the worlds [they] wanted to create"* to generate the backgrounds. The characters themselves underwent up to *"six or eight major revisions"* before the designs were finalized.

The Japanese version of the game sports a vocal theme song called Blackjack, set to a flashy intro not seen in the North American or PAL versions of the game. While the group singing the song, Tokyo Ska Paradise Orchestra, has a distinct Japanese accent, none of the lyrics are in Japanese and the entire song is in English.

Another addition in the Japanese version not present in the other versions is alternate animated introduction and ending sequences. These sequences feature full animation, as opposed to the limited flash-style animation seen in the other animated sequences present throughout the game. These alternate sequences are drawn in a typical anime style. The Japanese introduction is unlockable for view in the North American and PAL versions, but the Japanese ending can only be unlocked in the PAL version.

Sly Cooper and the Thievius Raccoonus was well received by the video game media. Most reviewers praised the unique look of the game. GameSpot noted that *"The game has a fantastic sense of style to its design that is reflected in everything from the animation to the unique use of the peaking fad, cel-shaded polygons."* Many reviews also appreciated the ease of learning the controls and gameplay.

The game was also praised for being a game that was accessible to both adults and children.

A common detraction of the game was its length; as commented by GameSpot's review, *"The main problem is that just as you're getting into a groove and really enjoying the variety seen throughout the different levels, the game ends."* The length was defended by Sucker Punch's developers; Brian Flemming noted that there was additional content to be unlocked at several levels, including *"for each [Master Sprint] you complete, you get bonus commentary from the designers, artists and programmers here at Sucker Punch, something that people have* reacted to really positively." The game was also cited as being too easy. Reviewers also noted some framerate slowdowns in latter levels of the game, as well as some camera control issues.

Sly 2: Band of Thieves

8.8

J N P

Developer	Sucker Punch
Publisher	SCEI, (us) SCEA, (eu) SCEE
Release date	(us) September 14, 2004
Genre	Action-platformer
Mode	1 Player

Sly 2: Band of Thieves is set two years after the events of the previous game, and follows titular protagonist, Sly Cooper, and his partners in crime, Bentley and Murray. The story centers around their mission to defeat the Klaww Gang and steal the scattered pieces of Sly's archenemy, Clockwerk.

Band of Thieves brings several new gameplay elements into the fold. In addition to Sly, the player can play as Bentley and Murray. Bentley follows a more cloak and dagger approach to stealth. He can't climb poles or jump very far, but he is equipped with a sleep-dart crossbow and countdown bombs to defeat enemies or sabotage enemy equipment. Bentley can use his computer skills to hack villains' computers, bringing the player to a top-down shooter-like mini-game. Murray is much more direct. His brute strength allows him to take on groups of strong enemies by himself with powerful hooks and upper cuts. He can pick up objects and enemies to throw and his "thunder flop" attack can stun and destroy enemies. His strength allows him to help the gang with heavy-duty tasks. Each character now has a health bar and a special bar. Health is diminished every time the character is attacked or hits a hazard.

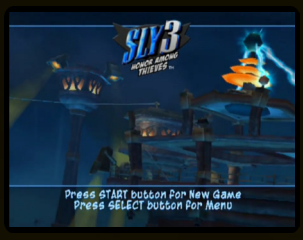
Another new feature is pickpocketing. When Sly sneaks up behind an enemy, he can reach out with his cane and grab coins out of the enemy's pocket. The coins come in clusters. Once Sly gets all of their coins, he can grab the enemy's item and sell it later back at the safehouse. Most powerups and extra moves are now bought from the safehouse instead of found in safes. Using collected coins, Sly can buy powerups for each character from an in-game online store, Thiefnet.

The game also makes use of the PlayStation 2's optional USB microphone allowing the player to use the sound of their voice to distract and attract in-game enemies.

The game received critical acclaim from numerous publications. Its varied gameplay, intricate story, and unique graphics were praised, but was criticized for its lack of difficulty and length when compared to other platformers.

Sly 3: Honor Among Thieves

8.3



Developer	Sucker Punch
Publisher	SCEA, (eu) SCEE, (ko) SCEI
Release date	(us) September 26, 2005
Genre	Action-platformer
Mode	1-2 Players

The story of the third Sly Raccoon game takes Sly, Bentley and Murray to the fortress that houses the treasures of Sly's family. Although they are still weary from the adventures in the previous game, they have to get up and face the new threat that could mean the end of Sly's business and the loss of his family heritage.

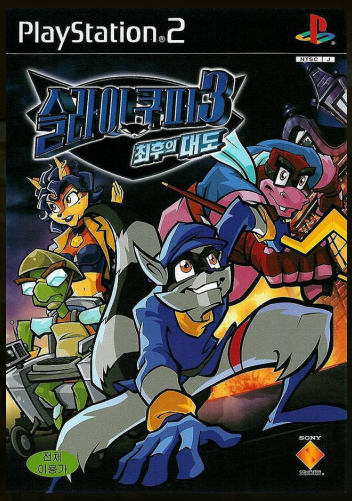
New variations in the game include additional playable characters besides those of Sly, Murray and Bentley. Firstly, Inspector Carmelita Fox is a playable character in some of the mini-games and a few times in the main game. Secondly, some new characters have been introduced, including a shaman named The Guru and a mouse named Penelope. Finally, characters from previous titles, such as Dimitri and the Panda King, are playable as well. Furthermore, Bentley and Murray have the ability to pick-pocket in this game. Pickpocketed loot no longer needs to be sold back at the safe house. The amount an item is worth is added immediately to the coin count. Special treasure is absent from the over world.

The game also contains 3-D sections. 3-D glasses have been distributed with each new copy of the game, and are used in certain parts of the game. However, 3-D effects are optional, allowing the player to view the levels in standard 2-D instead. Some levels are playable in 3-D from the beginning, while other levels require the 3-D feature to be unlocked. The 3-D effect is focused upon certain objects in the background rather than the characters themselves, minimizing the necessary blue/red separation and making it easier for observers without 3-D glasses.

Sly 3 features new gameplay elements and skills, such as safe-cracking, searching for clues and objects in paintings, aerial combat, disguises, pirate ship battles, and conversations. However, the removal of clue bottles and vaults was unpopular with players.

To increase replay value, an offline multiplayer mode is included, along with challenges and extra movies unlocked for specific game completion percentages. The multiplayer games are: Cops and Robbers, Hackathon, Bi-Plane Duel, and Galleon Duel.

Korean Release



Smash Cars

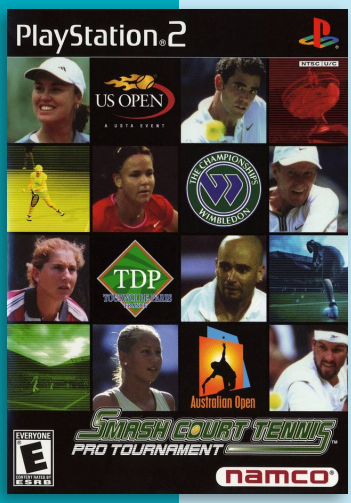
6.7

Developer	Creat Studios
Publisher	Metro3D, (jp) Psikyo
Release date	(us) August 13, 2003
Genre	Racing
Mode	1-2 Players

Smash Cars, also known as RC Cars, is a simulation of remote controlled cars. Players can race 3 different RC cars on 10 different tracks. Each track simulates a real world place i.e. the beach, a military base. Like most other racing games players can race in championship mode to win money to upgrade the car and gain access to new levels. The game includes several objects that can hinder the player, like running into people, dogs, etc.

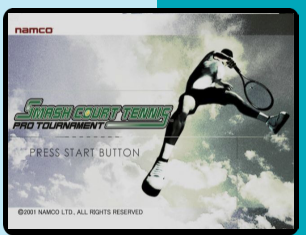
Smash Court Tennis Pro Tournament

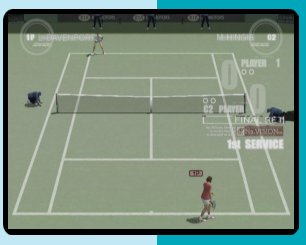
7.3



Developer	Namco
Publisher	Namco, (eu) SCEE
Release date	(jp) February 7, 2002
Genre	Sports
Mode	1-2 (4) Players

In this officially licensed tennis game from Namco, players can take part in all four major tournaments of the tennis season: The Australian Open, Wimbeldon, the French Open and the US Open, with the best players in the world including Andre Agassi, Lleyton Hewitt, Monica Seles and more from the top 8 of both the ATP and WTA tournaments.



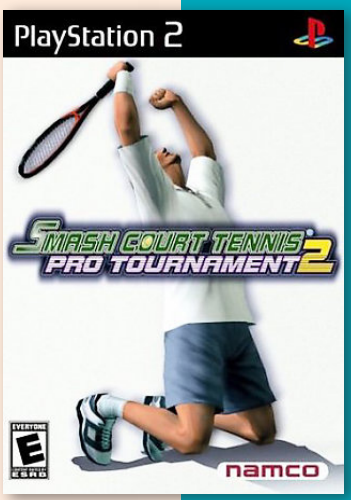


Smash Court Tennis Pro Tournament 2

7.4

Developer	Namco
Publisher	Namco, (eu) SCEE
Release date	(eu) May 28, 2004
Genre	Sports
Mode	1-2 (4) Players

An update from its predecessor, this one features 16 professional tennis stars such as Andy Roddick, Serena Williams, Lindsay Davenport and Anna Kournikova. It also features all four Grand Slam locations (Wimbledon, U.S. Open, The Australian Open and Roland Garros). There are four playing modes: Exhibition, Challenge, Arcade and Pro Tour Mode.



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THE OFFICIAL GAME OF THE GRAND SLAM

Smash Court Tennis Pro Tournament 2 is the most realistic tennis game on the market. Compete against up to 16 of the best players in the world. Test your skills in all four official Grand Slams, including the Australian Open. In the Pro Tour Mode, you can work your way up the ATP rankings to No.1. You can even play doubles with up to four of your friends using a Multitap* (for PlayStation®2).

namco www.smashcourtclub.com

fun, anyone?
PlayStation 2

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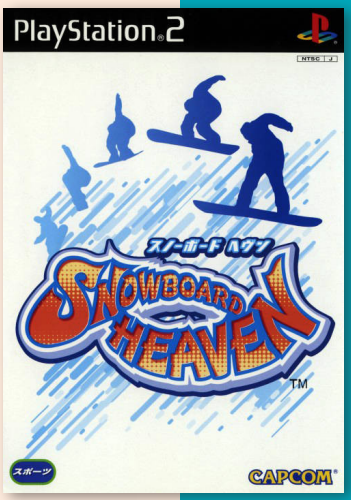
Snowboard Heaven

6.4

J

Developer	Capcom
Publisher	Capcom
Release date	(eu) November 16, 2000
Genre	Sports
Mode	1-2 Players

Snowboard Heaven is an anime-style downhill racing game. There are two single-player gameplay modes: Boardercross, where players race against opponents and place first to progress, and Free Ride, where they can check out all of the tracks without competition or time limits. The game feature a simple trick system. The square button executes a jump, O does a back-flip, X performs a grab, and the shoulder buttons perform spins.



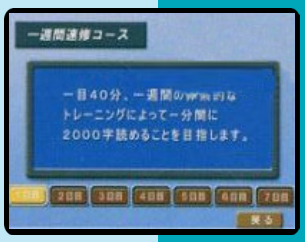
Sokudoku Master

7.0

Developer	Magnolia
Publisher	Magnolia
Release date	(jp) October 19, 2006
Genre	Edutainment, Puzzle
Mode	1 Player

Sokudoku Master (“Speed Reading Master”) is a color puzzle game published by Magnolia and released in Japan in 2004 for the PlayStation 2.

The game aims to enhance recognition skills, such as trying to keep track of fast moving characters. And speed reading training. Four gameplay modes are included to train the players eye coordination.



J

Sniper Assault

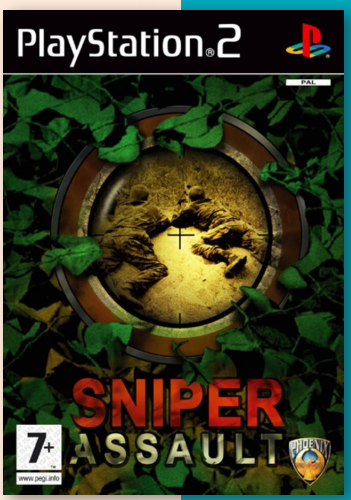
6.0

P

Developer	Naps Team
Publisher	Phoenix Games
Release date	(eu) April 20, 2007
Genre	Shooter
Mode	1 Player

Sniper Assault is a modern war-themed single player third-person shooter. The player take on the role of a soldier deep in enemy territory who has to fight of the bad guys. The game is very similar to Dead Eye Jim.

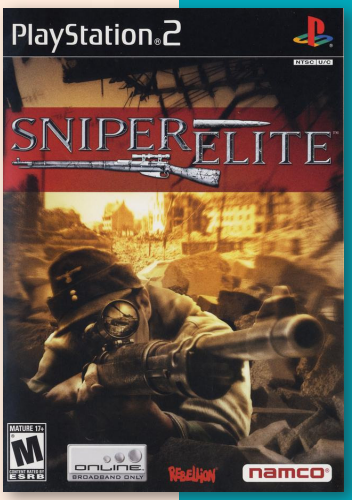
The player starts the game with three lives and has the ability to doge enemy fire. As the player progresses he can pick up better guns and use these till they are empty.



Sniper Elite

7.6

Developer	Rebellion
Publisher	Ubisoft, (us) Namco
Release date	(eu) September 30, 2005
Genre	Third-person shooter
Mode	1-2 (8) Players



The main character of Sniper Elite (also known as Sniper Elite: Berlin 1945) is Karl Fairburne, a German-born American OSS secret agent disguised as a German sniper. He is inserted into the Battle of Berlin in 1945, during the final days of World War II, with the critical objective of obtaining German nuclear technology before the Soviet Union.

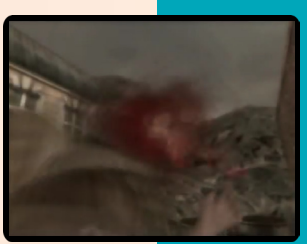
Sniper Elite is a third-person shooter that involves stealth and first-person shooter game elements. To reinforce the stealth aspect, there is a camouflage index measured in percentage that displays the visibility of the player character Fairburne. Fairburne uses several World War II-era weapons, including sniper rifles, a silenced pistol, submachine guns, light machine guns, an anti-tank weapon, and hand grenades that can be also used to set up tripwire booby traps.

One of the main features of the game is the option of realistic ballistics, involving factors such as bullet drop, wind strength, and breathing when attempting a shot. Sniping gameplay is performed in first person scope view, whereas movement and use of all other weapons is in third person view. When the player successfully takes a particularly well-placed sniper shot (such as a head shot or a shot on a moving target), the view follows the path of the bullet in slow motion, while the camera rotates around the bullet.

Features include an ability to wound an enemy so that their comrades expose their position by coming to their rescue, detonating grenades and fuel tanks with well-aimed rifle fire, and timing shots so that loud noises such as thunder or artillery blasts mask the sound.

Sniper Elite was awarded “Best PC/Console Game” in the TIGA Awards of 2005. As of 2010, the game holds GameRankings scores of 73.44% for the PC version, 76.65% for the PlayStation 2, 76.97% for the Xbox, and 70% for the Wii.

In 2012, to coincide with the release of the remake Sniper Elite V2, it was re-issued through Steam by Rebellion itself.



Snow

Developer	HuneX
Publisher	NEC Interchannel
Release date	(jp) February 26, 2004
Genre	Visual novel
Mode	1 Player

Snow is a Japanese adult visual novel developed by Studio Mebius for Windows and later ported without the erotic content to the Dreamcast, PS2, and PSP.

The story of Snow revolves around the life of Kanata Izumo, who is revisiting a village to help his relative manage a hot spring inn.

The gameplay follows a branching plot line which offers pre-determined scenarios with courses of interaction, and focuses on the appeal of the female main characters by the player character.

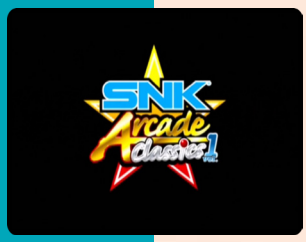
the PS2 port, released in both limited and regular editions, adds an additional scenario for Meiko Tachibana who was a supporting character in prior releases of Snow.

The original release was a hit and became a highly regarded classic nakige ("crying") game.

J

SNK Arcade Classics Vol. 1

6.9



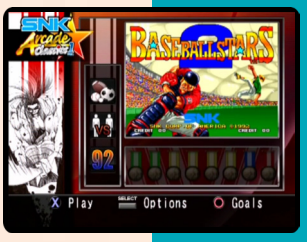
N P

Developer	SNK Playmore
Publisher	SNK Playmore, (eu, au) Ignition Entertainment
Release date	(us) May 5, 2008
Genre	Compilation
Mode	1-2 Players

This compilation includes sixteen classic SNK arcade games. The games are straight-forward arcade ports, with the addition of certain "goals" for the games, which act like achievements. Clearing these goals unlocks hidden features in the disc, such as artwork, music, move lists (for the fighting games) and gameplay videos (which showcase hidden locations within the games.)

Games include;

- Art of Fighting
- Baseball Stars 2
- Burning Fight
- Fatal Fury
- King of the Monsters
- Last Resort
- Magician Lord
- Metal Slug
- Neo Turf Masters
- Samurai Shodown
- Sengoku
- Shock Troopers
- Super Sidekicks 3
- The King of Fighters '94
- Top Hunter
- World Heroes *(unlockable game)*



SNK Slot Panic Kyuuji

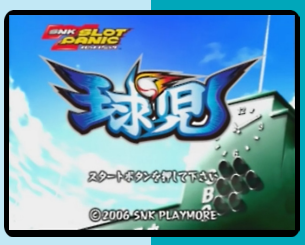
6.7

Developer SNK Playmore
Publisher SNK Playmore
Release date (jp) July 28, 2005
Genre Gambling
Mode 1 Player

This game is a simulation of the SNK pachi-slot machine, Kyuji: The Sandlot Baseball.

The player plays as Kyuji, the star ace of the Temjins baseball team. He needs to embark in various training missions to defeat the team's rival, the Black Nines. Players can choose to focus in batting, pitching, or running before playing the big game.

"snk.fandom.com"



J

SnoCross 2: Featuring Blair Morgan

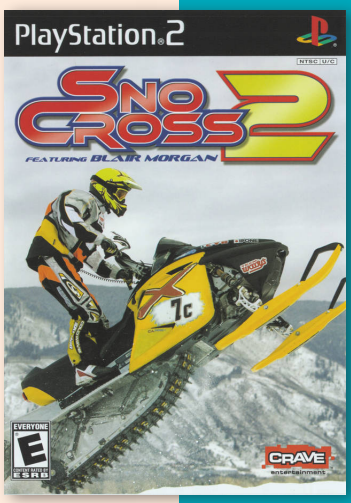
5.5

N P

Developer Sensory Sweep
Publisher Oxygen Interactive, (us) Crave
Release date (us) February 7, 2007
Genre Racing
Mode 1-2 Players

SnoCross 2 includes over 30 tracks, customizable characters, and an trick system. Players can choose from first- and third-person view and between races customize their gear with unlockable sponsor equipment. Players can also design their own courses.

"ign.com"



Snow Rider

7.4

Developer Mere Mortals
Publisher Phoenix Games
Release date (eu) October 6, 2006
Genre Sports
Mode 1 Player

Snow Rider is a single-player snowboarding game. The player can play as one of five characters, three of which are locked at the start of the game.

There are three game modes: Slalom. Token Dash, where the player must collect coins as they race downhill. This is more of an arcade mode where players can pick up power-ups, like speed boosts, magnets, extra grip etc. And Sprint, a straight race to the bottom.

P

Soccer America

5.9

J N P

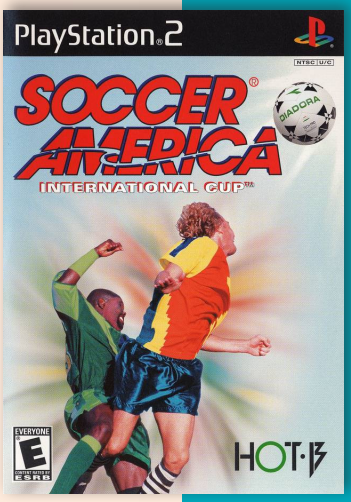
Developer	Taito Corporation
Publisher	Taito, (eu) EON Digital Entertainment, (us) Hot B
Release date	(jp) December 2, 2000
Genre	Sports
Mode	1-2 (4) Players

Soccer America: International Cup, known as Greatest Striker in Japan and International League Soccer in Europe, is a soccer game which lets the player choose from over 40 national teams. There are friendly matches (with up to four players), competitions and tourneys. A World Ranking mode keeps track of the performances of each player. These can be compared with the players of other teams in graded performances.

A special feature of the game is that the controls can be changed so that most actions are bound to the same button. The game itself will then evaluate which action is most appropriate for the current situation.

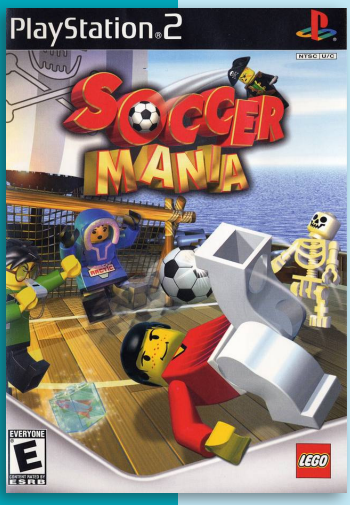
The game comes with variable weather effects, and realistically digitalized players.

"mobygames.com"



Soccer Mania

6.1



Developer	Silicon Dreams
Publisher	Electronic Arts
Release date	(us) June 17, 2002
Genre	Sports
Mode	1-2 (4) Players

Soccer Mania is a LEGO-licensed soccer game. Teams are based on characters from LEGO sets. The game takes a more arcade-style approach to soccer, with fast-paced gameplay and power-ups that aid the team.

There are five game modes: Quick Start, which starts a game with random teams, exhibition mode, story mode, Skill Zone, which has five tutorials on how to play the game, and LEGO Cup, a World Cup-like mode where players choose a country and face other countries.

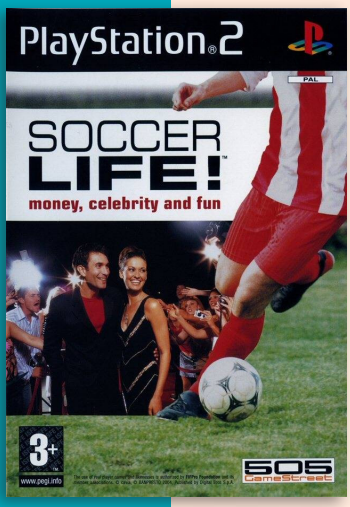
Players start with only three playable teams, but unlock each team they defeat in Story Mode and unlock one player each of a special team in each of the six objectives in Skill Zone mode.

The game received mixed to negative reviews, with critics singling out the lack of depth to the game as its main flaw

N P

Soccer Life!

5.8



Developer	Cavia Inc.
Publisher	Banpresto, (eu) 505 Game Street
Release date	(jp) February 26, 2004
Genre	Sports
Mode	1 Player

The best way to describe Soccer Life accurately is a player management game. Starting as an amateur footballer by training hard and making correct career choices players can gradually become a world famous professional. Apart from the football side of their career they will also be able to manage aspects of their personal life, including friendships and rivalry, dating, marriage and even raising children.

J P

Soccer Life 2

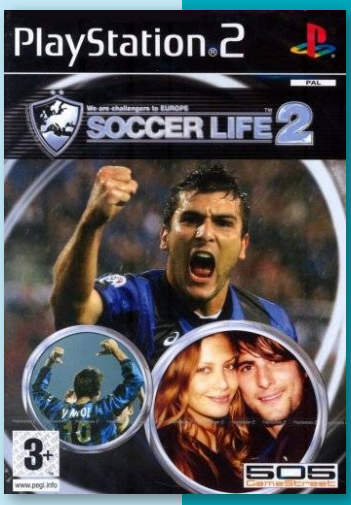
3.5

J P

Developer	Cavia Inc.
Publisher	Banpresto, (eu) 505 Game Street
Release date	(jp) June 9, 2005
Genre	Sports
Mode	1 Player

This sequel to Soccer Life! once again lets players start a journey as a young professional footballer and become a legend of the game.

Over 3000 real players are featured in this FIFPro and JFA licensed product. The sequel gives more control over a player's soccer career, selecting whether or not to have surgery following an injury, and also graphically designate the player's zone.



Soccer Tsuku 2002:
J.League Pro Soccer Club o Tsukurou!

7.1

Developer	Smilebit
Publisher	Sega
Release date	(jp) March 7, 2002
Genre	Simulation
Mode	1 Player

Soccer Tsuku 2002: J.League Pro Soccer Club o Tsukurou! is a 2002 soccer management game for the PlayStation 2 by Sega in their Let's Make/Tsukurou series of sports management games. It was only released in Japan.

The game include the J-League license, so real player names are included, including overseas players.

J

COMMAND A TEAM. KICK SOME ASS.
Headset Included
TEAM: You and three crack US NAVY SEALs.
MISSION: Covertly locate the enemy. Make 'em pay.
EQUIPMENT: Get armed to the teeth with the SOCOM Voice Recognition Headset.
SKILLS: Control your SEAL and command your team over the headset, to infiltrate enemy positions.
EXTRAS: Get the Grade-A PlayStation®2 Network Adaptor* and broadband**. Kick real human ass online. Big time.
Out: 27th June 2003
www.socom-game.com
PlayStation.2
THE THIRD PLACE

SOCOM: U.S. Navy SEALs

8.2

Developer	Zipper Interactive
Publisher	SCEA, (eu) SCEE, (jp) SCEI
Release date	(us) August 27, 2002
Genre	Tactical shooter
Mode	1 (-16) Player(s)

SOCOM: U.S. Navy Seals is a military action game, putting players in command of an elite four-person team, that takes them to various locales throughout the world, such as Thailand, Turkmenistan and the Congo.

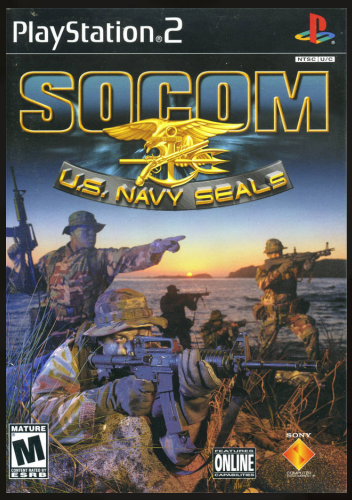
As the commander of the team, players can give various orders to their squad, instructing them to go to a certain location (marked by military codes Delta, Bravo, Charlie, Foxtrot, etc.), kill people, cover an area, cover the player, or set up an ambush. They can do this via the in-game command system, or with the included voice headset. Characters are very vulnerable to enemy fire and may die after just a couple of shots, depending on where one is hit and what weapon is used. It is required that at least one teammate survives along with the player, if not the mission fails.

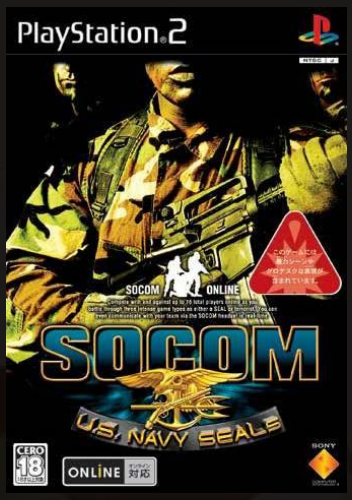
Throughout the game, players will have access to over 30 real-life military weapons, such as the SOCOM Pistol, sub-machine guns, machine-guns and sniper rifles.

At the end of each mission, the player is given a rating based on stealth, accuracy and teamwork. These ratings are alphabetical, with “A” being the highest grade. Once the game is completed for the first time, the player unlocks a higher difficulty and can try to complete the game again and again with a progressively higher difficulty.

SOCOM: U.S. Navy Seals was the launch game for the PlayStation 2’s online play service. Players could join various players throughout the world to compete against others. With the included headset, players could issue commands to their team, or chat with other players. SOCOM: U.S. Navy Seals included an on-screen keyboard so that players could chat, or they could use any regular USB-compatible keyboard. The online servers of this game, along with those of the other SOCOM games, shut down on August 31, 2012.

By July 2006, SOCOM U.S. Navy SEALs had sold 1.4 million copies and earned $82 million in the United States. Combined sales for the PlayStation 2, Xbox or GameCube releases reached 3.9 million units in the United States by July 2006.





J N P

8.7

SOCOM II: U.S. Navy SEALs

Developer	Zipper Interactive
Publisher	SCEA, (eu) SCEE, (au) SCE Australia, (jp) SCEI
Release date	(us) November 4, 2003
Genre	Tactical shooter
Mode	1 (-16) Player(s)

SOCOM II like the original puts players in command of a deadly four-person squad who must strike targets in 12 international missions. The missions is split equally between Albania, Algeria, Brazil and Russia. There are five different ranks that can be played in the game: Ensign, Lieutenant, Commander, Captain and Admiral. The player starts with the first three ranks unlocked, but must finish the single player game on Commander to unlock Captain, and on Captain to unlock Admiral. Players can unlock new models for multiplayer, as well as movies, music, concept art, and credits by completing certain objectives.

Each mission has primary, secondary, and hidden bonus objectives. Players have to complete all the primary objectives to win the mission, and secondary objectives are optional, but add to the overall score for the mission. The hidden bonus objectives usually help make other missions easier. For example, finding a map in one mission means the player will not have to work to find that place in the next mission. A letter grade is received at the end of each mission based on 4 categories of score: Stealth, Accuracy, Teamwork, and Objective Completion. In single player, orders can be given to the rest of the team. This can be done using either the command menu or a USB headset. The menu features new command options, enabling the player to order their teammates to drop to the ground and hold position when outdoors.

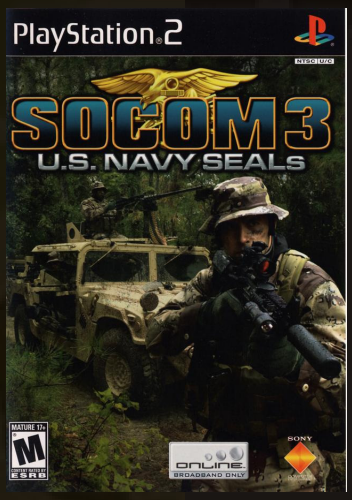
The online multiplayer portion of SOCOM II U.S. Navy SEALs allowed up to 15 other friends while communicating with them through a USB headset. Problems with locating acquaintances in the original SOCOM online lead to the development of both a Friend List and a Clan Roster. The game features twelve new online maps, along with ten maps from the original SOCOM. Online capabilities were terminated on August 31, 2012.

SOCOM II U.S. Navy SEALs was generally received well by critics. Both PSM and the Official PlayStation Magazine (now merged) gave this title perfect scores, hailing it as a *"near-perfect game."*

8.2

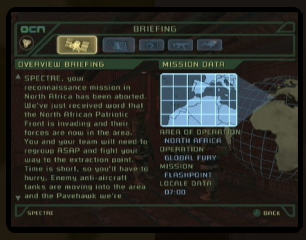
SOCOM 3: U.S. Navy SEALs

Developer	Zipper Interactive
Publisher	SCEA, (eu) SCEE, (au) SCE Australia, (ko) SCEI
Release date	(us) October 11, 2005
Genre	Tactical shooter
Mode	1 (-32) Player(s)



The game is situated in Poland, South Asia and North Africa. The South Asia area of operation was originally specified as Bangladesh, but was changed after a complaint from the Bangladeshi government.

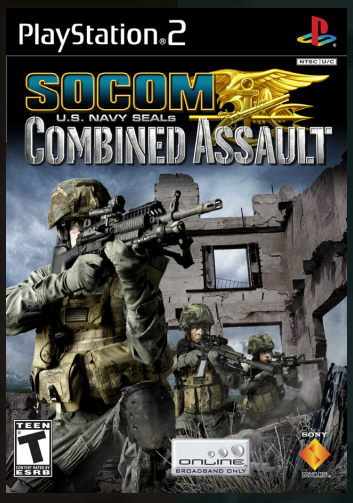
Three new AOs are included in this game: Morocco, Poland, and Bangladesh. Maps are 5 to 6 times larger than the last game. Multiple save points have been included. Vehicles can be driven by players and AI. The new weapon customization allows 30 different weapons and attachments. The new TCA system allows the player to quickly give a command.



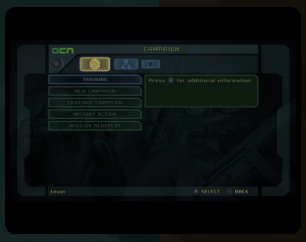
Socom 3 received general favorable reviews upon its release. It sits at a score of 82 on Metacritic, based on 59 reviews.

SOCOM: U.S. Navy Seals: Combined Assault

7.2



Developer	Zipper Interactive
Publisher	SCEA, (eu) SCEE, (ko) SCEI
Release date	(us) November 7, 2006
Genre	Tactical shooter
Mode	1 (-32) Player(s)



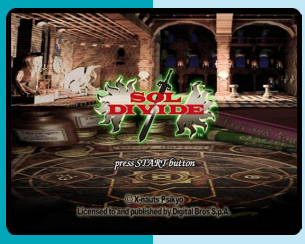
Combined Assault takes place in the fictional country of Adjikistan. The country is supposedly situated somewhere in the Afghanistan/Pakistan region of Central Asia, featuring a number of different environment and climate zones—allowing for the game to feature a wide variety of landscapes and settings while working within one large, connected story.

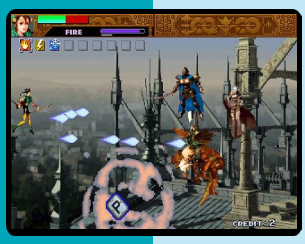
One of the main new features of this game was the ability to play the story mode online, replacing the AI SEAL team with up to three other players via online play. Players could play single player campaign missions, or the instant action missions.

New items include medkits and ammunition kits, able to revive/heal a SEAL team member and replenish ammunition of multiple types of weapons, like the Beanbag Launchers.

Sol Divide

6.9



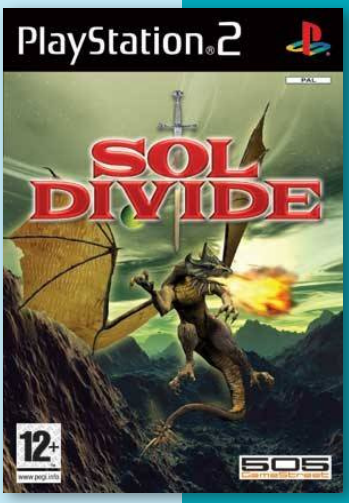


P

Developer	Psikyo
Publisher	505 Game Street
Release date	(eu) March 2006
Genre	Shooter
Mode	1-2 Players

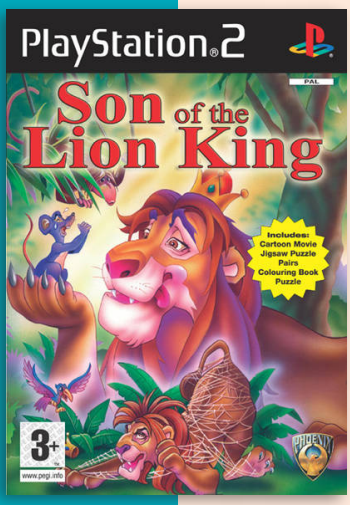
Sol Divide is the PAL release of this game, which was part of a double pack released in Japan called Psikyo Shooting Collection Vol. 3.

Set against a medieval fantasy backdrop, Sol Divide is a 2D side-scrolling shooter that pits one or two players against a horde of flying enemies. There are three different characters that can be played as, each with their own weapon and fighting style.



Son of the Lion King

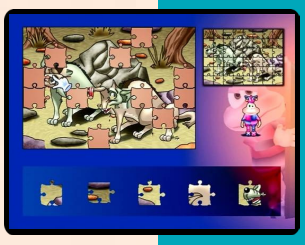
2.2



Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) 2006
Genre	Mini-games
Mode	1 Player

Son of the Lion King is a Phoenix Games release. The cover is designed to look like Disney's Lion King, but the cartoon is an original story. As usual, the game includes mini-games, including jigsaw, memory, and similar games.

The cartoon stars Robin, the titular king's son, who wants to find the treasure of the Black Panther. The Black Panther's son, Keno, is also after the treasure.



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Sorairo no Fuukin Remix

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Developer	The Lotus
Publisher	Princess Soft
Release date	(jp) July 7, 2005
Genre	Visual novel
Mode	1 Player

In order to save the player-characters cousin, who's been sucked into a mirror, he decide to jump into the mirror yourself. He find himself in a strange world of fairies. As players work through the game's storyline, they'll take part in interactive conversations. The game includes an "encore mode" which allows them to view previous event scenes and listen to music that they've encountered on their adventure.

Soldier of Fortune: Gold Edition

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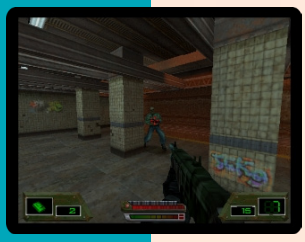


Developer	Pipe Dream Interactive
Publisher	Majesco, (eu) Codemasters
Release date	(us) November 11, 2001
Genre	First-person shooter
Mode	1-2 (4) Players

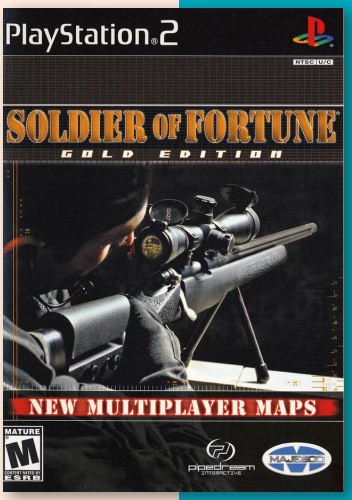
Soldier of Fortune is a first-person shooter first released on February 29, 2000, for Windows. The player takes on the role of a U.S. mercenary as he trots around the globe hoping to halt a terrorist nuclear weapons plot.

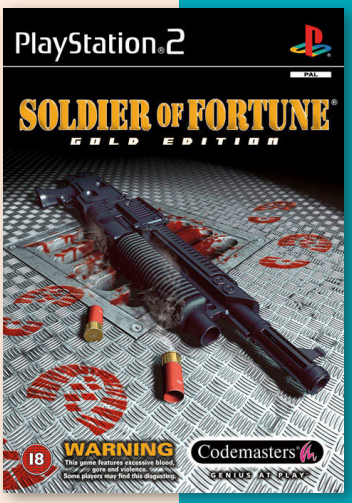
Soldier of Fortune was best known for its graphic depictions of firearms dismembering the human body. This graphic violence is the game's main stylistic attraction, much like the destructible environments of Red Faction or bullet time of Max Payne. The GHOUL engine enables depiction of extreme graphic violence, in which character models are based on body parts that can each independently sustain damage (gore zones). There are 26 zones in total: a shot to the head with a powerful gun will often make the target's head explode, leaving nothing but the bloody stump of the neck remaining; a close-range shot to the stomach with a shotgun will leave an enemy's bowels in a bloody mess, and a shot to the nether regions will cause the victims to clutch their groin in agony for a few seconds before kneeling over dead. It is possible to shoot off an enemy's limbs (head, arms, legs) leaving nothing left but a bloody torso. In the last mission there is also a fictional microwave weapon, causing the enemies to fry or explode, depending on the firing mode. However, nonviolence is a possibility, if the player is a good shot it is possible to shoot an enemy's weapon out of their hand, causing them to cower on the floor to surrender.

In the PS2 port, the Gold Edition of Soldier of Fortune, players get the full retail version, 18 new multiplayer maps, 2 new game modes, and a interview of John Mullins.

The game was notable for its realistic depictions of violence and it caused considerable controversy, especially in British Columbia and Germany, where it was classified as a "pornographic film" and listed on the Federal Department for Media Harmful to Young Persons, respectively.

The game sold well initially and critical reception was positive. Two sequels were later made for the game: SOF2: Double Helix and Payback.





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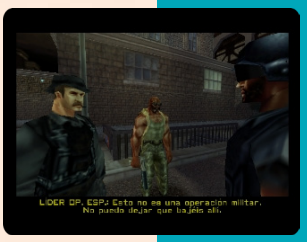

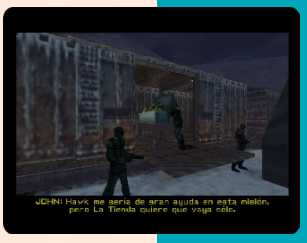

The Snow Queen Quest

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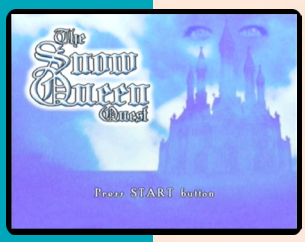

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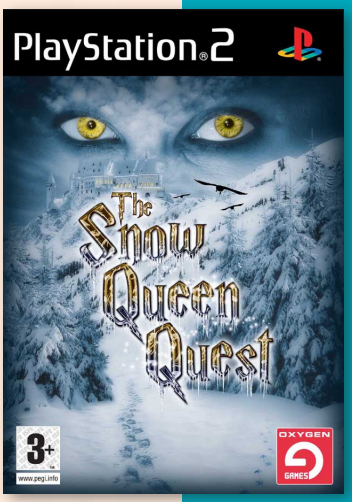
Developer	Oxygen Interactive
Publisher	Oxygen Interactive
Release date	(eu) February 16, 2007
Genre	Action-adventure
Mode	1-2 Players

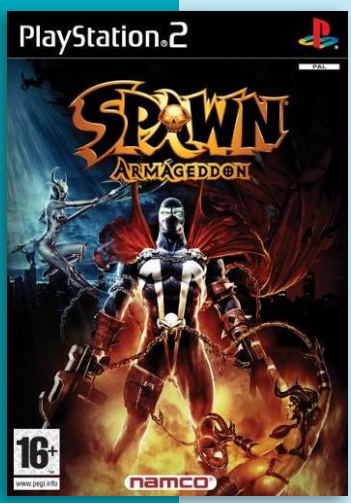
The Snow Queen Quest is 3D stealth adventure game based on the fairy tale written by Hans Christian Andersen. The Snow queen has put a winter spell over the land centuries ago. It's up to the player to return the summer to the land and destroy her magical mirror that is the key to her power.

The player takes control of a hero and has to sneak past the underling of the snow queen (including frogs and guards) opening boxes along the way. These boxes contain items like keys, extra lives and pouches. When caught by an underling the queen will awaken and the player will lose a live.

"mobygames.com"



Spawn: Armageddon



Developer	Point of View
Publisher	Namco, (eu) Electronic Arts
Release date	(us) November 21, 2003
Genre	Action-adventure
Mode	1 Player

Spawn: Armageddon, released for the PlayStation 2, Xbox and GameCube, is inspired by Spawn issues 1-99, and Todd McFarlane directed the game's production. The game stars Spawn who struggles between the forces of Heaven and Hell in order to save the world, equipped with his Hell-sent living symbiotic suit and its chains.

This gameplay focuses on fast and stylish combat (similar to the Devil May Cry and God of War series) gaining high breakable items, Souls, Technique points, comic covers, Time and Ranks. Spawn's main weapon is the Agony Axe (formed by his cape), which can cut through any demon. He is also armed with his trademark chains, which attack with great accuracy and speed. Spawn also finds firearms to use on stronger demons. He is also capable of using various hellish powers, particularly the necroplasm. The game features upgrades; Spawn must collect demon souls in order to buy ammunition, upgrade his weapons and increase his maximum health or necroplasm bar.

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Sphinx and the Cursed Mummy

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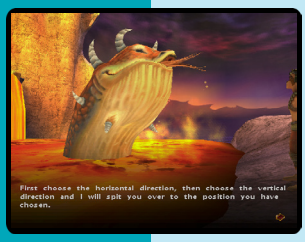
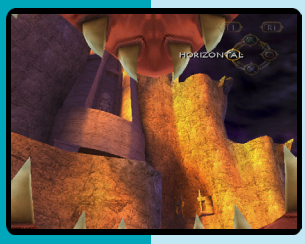
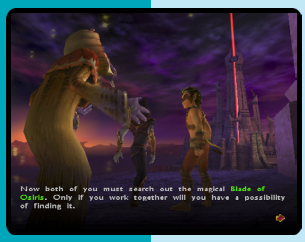
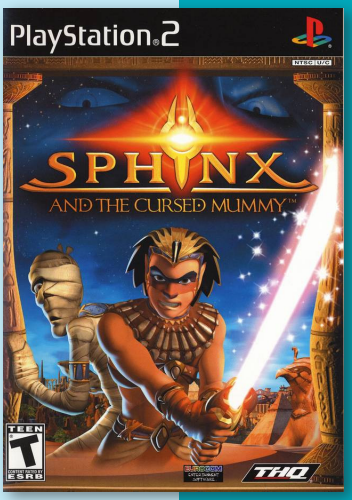
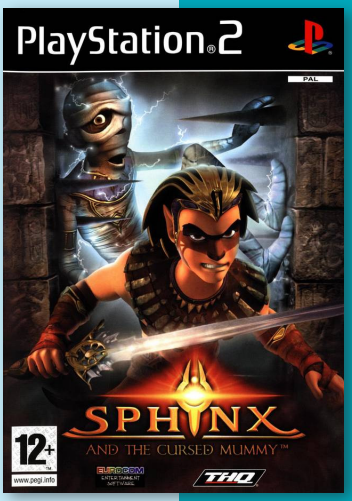






Developer	Eurocom Entertainment Software
Publisher	THQ
Release date	(us) November 10, 2003
Genre	Action-adventure
Mode	1 Player



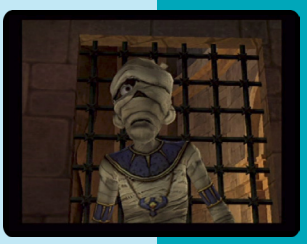


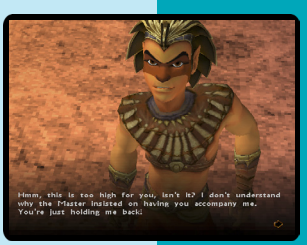
Sphinx and the Cursed Mummy is a third person action-adventure inspired by the mythology of Ancient Egypt. The player falls into the role of a demi-god, Sphinx, and the undead corpse of Tutankhamen. Sphinx's role is one of a brave warrior who battles fearsome monsters and relies on raw power to complete tasks. Tutenkhanmen, also known as the Mummy, revolves around puzzle-solving and logical thinking to outwit his foes.

Eurocom developed the game over a period of roughly three years, including time spent creating the title's original engine. The design for Sphinx himself changed greatly over time, from a young child of about six to his final form as a teenager. In creating the two differing styles of gameplay, the developers took inspiration from exploration and puzzle-solving in past games, such as the Zelda series.

It was originally intended that Sphinx transform into a mythical sphinx—a winged lion with human features. Flying sequences were to comprise around 30% of Sphinx (the character)'s gameplay. These sections were triggered by reaching specific points in the game, one such area involving *"flying through [...] tubes trying to get to a fortress, with many different obstacles on the way"*. Early media about the game also indicated that several further regions of Egypt would be included. IGN described the game's *"seven worlds"*, including *"the jungles, swamps and lakes of Sakkara"* and *"the underwater city of Akaria,"* neither of which featured in the final game.

Sphinx was well received by much of the gaming community. IGN gave the game 8.5/10, calling it a *"fun, challenging action-adventure serv[ing] up a semi-non-linear experience complete with huge worlds to explore, difficult and satisfying puzzles, entertaining weapon and item advancements"*. It was praised by critics for its unique characters and compelling storyline. The game's graphics were also highly praised for their quality. However, some criticism was directed at the lack of voice-acting to coincide with the text-heavy dialogue. Commercially, the game performed poorly, with *"sluggish sales"*.





Sonic Mega Collection Plus

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Developer	Sonic Team
Publisher	Sega, (eu) Sega Europe
Release date	(us) November 2, 2004
Genre	Compilation
Mode	1-2 Players

Sonic Mega Collection is a compilation containing twenty games originally released on the Sega Genesis and Game Gear. The compilation was originally released for the GameCube in 2002. Sonic Mega Collection Plus is an update of the GameCube version for the PlayStation 2, Xbox and Windows.

Sonic Mega Collection Plus features twenty (twelve to fourteen in the GameCube version) complete games in one retail unit. All games are ports of their original versions on the Sega Genesis and GameGear. High-resolution instruction manual scans are included for each game. Also included is an Extras section featuring over 100 scans of Sonic the Hedgehog comic covers, illustrations of Sonic characters throughout the franchise's history, and a handful of videos promoting other Sonic games, including the beginning and end sequences to Sonic CD.

The Plus version also has the special games created by locking Sonic & Knuckles onto the earlier Sonic games: Blue Sphere, Knuckles the Echidna in Sonic the Hedgehog 2 and Sonic 3 & Knuckles.

New to the Plus version is a save-state function, lots of new artwork, movies and comics in addition to what was on GameCube and several new games. The Genesis games The Ooze and Comix Zone were now available in all regions. The previous version had included them only in Japan.

The Plus Version carries over all the content of the previous version, including the following emulated Genesis games:

Sonic the Hedgehog

Sonic the Hedgehog, also referred to as Sonic 1, is a 2D, side-scrolling platform game originally developed by Sonic Team and published by Sega for the Sega Genesis in June 1991. The game features the anthropomorphic hedgehog Sonic in a quest to defeat Doctor Robotnik. The gameplay involves collecting rings as a form of health and a simple control scheme, with jumping and attacking controlled by a single button.

Development began in 1990 when Sega ordered its developers to create a game featuring a mascot for the company. After considering a number of suggestions, the developers decided on a blue hedgehog and named themselves "Sonic Team" to match their character. Sonic the Hedgehog, designed for fast gameplay, was influenced by games by Super Mario series co-creator Shigeru Miyamoto. Sonic the Hedgehog uses a novel technique that allows Sonic's sprite to roll along curved scenery, which originated in a tech demo created by programmer Yuji Naka.

Sonic the Hedgehog 2

The second main entry in the Sonic the Hedgehog series, released in November 21, 1992, introduced Sonic's sidekick, Miles "Tails" Prower, controllable by a second player. Sonic (and Tails) can now also get speed from a standing start by holding down and repeatedly pressing the jump button for a "spin dash". Like the original, players run through different worlds called "zones", which each have their own specific theme.

Sonic the Hedgehog 3

Sonic the Hedgehog 3, released in 1994, follows the events of Sonic 2. Gameplay is similar to previous entries, with players controlling Sonic and Tails through side-scrolling levels at high speeds while collecting rings and defeating enemies.

Sonic Spinball

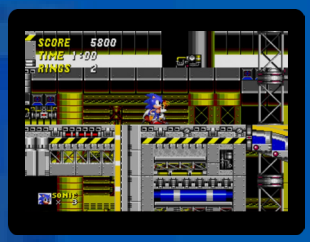
Sonic the Hedgehog Spinball, commonly abbreviated to Sonic Spinball, is a 1993 pinball game. It is a spinoff of the Sonic series set in the universe of the animated series Adventures of Sonic the Hedgehog. The game is set in a series of pinball machine-like environments, and Sonic acts as a pinball for the majority of the game. The Game Gear port is included in the second Sonic compilation, Sonic Gems Collection.

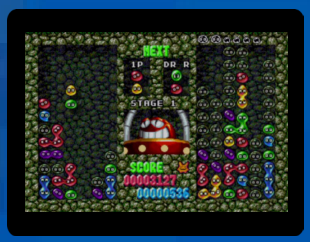
Dr. Robotnik's Mean Bean Machine

Dr. Robotnik's Mean Bean Machine is a falling block puzzle game released in November 1993. The game is the Westernized version of Puyo Puyo and replaces its characters with those from the Sonic the Hedgehog franchise, primarily the Adventures of Sonic the Hedgehog animated series. The gameplay is reminiscent of Tetris, in which the player must organise different coloured shapes as they fall down a board.

Sonic & Knuckles

Sonic & Knuckles, released in 1994, is an installment in the main Sonic the Hedgehog series, and the sequel to Sonic the Hedgehog 3, released earlier that year. Sonic & Knuckles and Sonic the Hedgehog 3 were initially developed as one game, making the gameplay similar: both are 2D side-scrolling platformers with similar level design, graphics, and game mechanics. However, in Sonic & Knuckles, unlike in Sonic 3, the player chooses either Sonic or Knuckles at the title screen, Miles "Tails" Prower is not available to select, and the player cannot control two characters





together. There is also no multiplayer mode or save feature. Knuckles cannot jump as high as Sonic, but he can glide by holding the jump button while in the air. If he glide into a wall, Knuckles will also be able to climb it. He can also break through walls that Sonic can't. With these abilities, Knuckles can access different areas from Sonic, making for each level an entirely new experience.

Sonic 3D Blast

Sonic 3D Blast, known in Europe as Sonic 3D: Flickies' Island, is a 1996 platform game in the Sonic the Hedgehog series. The player must guide Sonic through a series of themed levels to collect Flickies and defeat Robotnik. Though it retains game mechanics from prior Sonic games, Sonic 3D Blast is differentiated by its isometric perspective, with pre-rendered 3D models converted into sprites. Sonic retains most of his abilities from prior games: he can jump and spin in mid-air to defeat robots or hop on platforms, perform a spin-dash on the ground to gain speed, and collects rings as a form of health. Sonic can also collect power-ups, such as elemental shields, speed shoes, or invincibility, by breaking television monitors containing them.

These games came as unlockables;

Sonic 3 & Knuckles

The original Genesis release of Sonic & Knuckles features "lock-on technology" that allows players to open the hatch on the cartridge and insert a second cartridge. When Sonic 3 is inserted, the player can play through both games as one, Sonic 3 & Knuckles. This features several changes to the games, such as slightly altered level layouts, the ability to play through Sonic 3 levels as Knuckles or Sonic & Knuckles levels as Tails, and the ability to save progress in Sonic & Knuckles levels. Additionally, combining the cartridges is the only way to collect "Super Emeralds", earned

by accessing Special Stages in the Sonic & Knuckles levels after collecting all seven Chaos Emeralds from Sonic 3. When all Super Emeralds have been collected, Sonic, Knuckles, and Tails can transform into Hyper Sonic, Hyper Knuckles, and Super Tails respectively, each with unique abilities. Inserting Sonic 2 unlocks Knuckles the Echidna in Sonic the Hedgehog 2, wherein the player can play Sonic 2 using Knuckles' abilities.

Knuckles in Sonic 2

Though the game is largely identical to Sonic the Hedgehog 2, Knuckles is able to glide and climb walls, allowing him access to areas previously inaccessible to Sonic or Tails. However, he cannot jump as high, making some parts of the game, such as certain boss fights, more difficult. In addition, Knuckles restarts with the amount of rings he collected at checkpoints (if he loses a life), the options are unavailable, the special stages have slightly fewer rings required to collect than before (for example, ten rings fewer than in the special stages with Sonic and Tails), and the two-player mode is removed.

Blue Sphere

If the player attaches any other Genesis game released prior to Sonic & Knuckles, a screen with Sonic, Tails, Knuckles, and Robotnik stating "No Way!" is displayed. From here, the player can also access a minigame based on Sonic 3's and Sonic & Knuckles's Chaos Emerald Special Stages. The attached cartridge determines the Special Stage layout. If the player attaches the original Sonic the Hedgehog or Sonic Compilation, the "No Way" screen appears, but the player is able to access all of the possible variations of Special Stages, each with a unique level number and corresponding password. This game is named Blue Sphere in Sonic Mega Collection.

Flicky

The original release of Flicky was released in arcades in May 1984. The compilation includes the Genesis port, released in April 1991. In Flicky, the player controls the eponymous blue bird and must gather all the small birds called Chirps in each round and bring them safely to the exit. There are cat and lizard enemies which can disperse the Chirps and kill the player, but Flicky can use items on the playing field to protect herself and the Chirps from danger. The Flicky character has continued to hold cameo appearances in Sega video games, most notably within the Sonic the Hedgehog series.

Ristar

Ristar is a platform game first released in February 1995. The game stars an anthropomorphic cartoon star who uses his hands and long, stretchable arms to both move and combat enemies. Reception for the game has been generally positive, but the game's initial release was overshadowed due to the imminent ending of the Genesis's lifecycle and the succession of the Sega Saturn and other fifth generation video game consoles.

Comix Zone

Comix Zone is a 1995 beat 'em up first released in August 2, 1995. An unusual feature of the game is that it is set within the panels of a comic book with dialogue rendered within talk bubbles and sprites and backgrounds possessing the bright colours and dynamic drawing style favoured by superhero comics. This style had been used in video games previously, for example Ocean Software's Batman: The Caped Crusader in 1988, but Comix Zone stretched the idea to such an extent that Sega applied for and were granted a patent for a *"Videogame system for creating a simulated comic book game"*.

The Ooze

The Ooze was originally released in 1995. In the game, players take the role of a slimy puddle of liquid and face off against various enemies and obstacles.

The Plus version includes several games originally released on Game Gear;

Sonic the Hedgehog

Sonic the Hedgehog is a 1991 side-scrolling platform game and companion to the 16-bit Genesis game of the same name. The 8-bit Sonic is similar in style to its Genesis predecessor, but reduced in complexity to fit the 8-bit systems. The premise, story and gameplay of the 8-bit Sonic are identical to that of the Genesis game: Sonic collects rings while avoiding obstacles, but is paced slightly slower as the 8-bit version focuses more on exploration. While some level themes, such as Green Hill Zone, are borrowed from the Genesis game, others are original.

Sonic Chaos

Sonic Chaos is a platform game first released for the Master System in October 1993, and for the Game Gear the following month. Overall, the gameplay is similar to previous 8-bit Sonic games, though the game allowed players to engage for the first time as either Sonic or Tails. While playing as Sonic, players can collect rocket boots which allow him to fly through the air for a short time. He is also able to enter Special Stages. Tails is slower than Sonic and can't enter Special Stages or use rocket boots, but he starts the game with more lives and continues.

Sonic Drift

Sonic Drift is a kart racing game originally released only in Japan for the Game Gear on March 18, 1994. It features Sonic the Hedgehog, Miles "Tails" Prower, Amy Rose, and Doctor Robotnik. Players race around a series of tracks in either single races or a Grand Prix consisting of six courses, collecting rings and using power-ups to obtain First Place. Each playable character has different positive and negative attributes, and can utilize a Special Ability at the cost of 2 rings.

Sonic Labyrinth

Sonic Labyrinth is an action and puzzle game released for the Game Gear in 1995. The game features Sonic the Hedgehog exploring maze-like stages from an isometric perspective. Dr. Robotnik has robbed Sonic of his trademark speed, so Sonic walks slowly but can roll into a ball and dash across the stages.

Dr. Robotnik's Mean Bean Machine

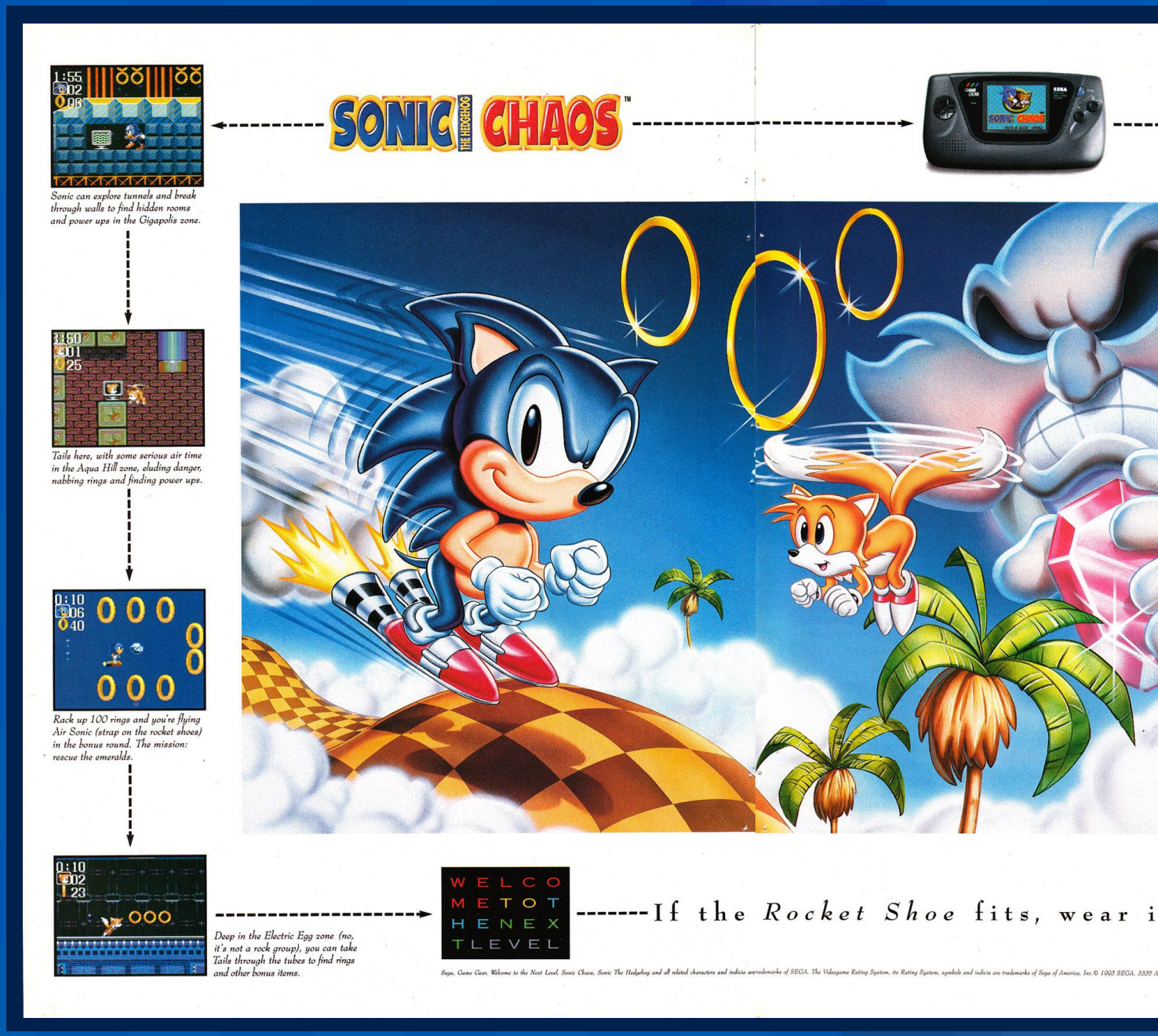
The Game Gear version of Dr. Robotnik's Mean Bean Machine was released December 1993. The game feature the same gameplay as the Genesis version but the Game Gear and Master System versions feature an additional mode, Puzzle Mode, in which players must attempt to clear predetermined sets of beans.

Sonic Blast

Sonic Blast is a 1996 side-scrolling platform game. To stop Doctor Robotnik from using Chaos Emerald shards to fortify his base, the player controls Sonic the Hedgehog and Knuckles the Echidna through 15 levels. As a Sonic the Hedgehog series platformer, the characters run and jump to reach the end of a level while defeating enemy robots and collecting rings. In separate bonus stages, the player must run forward and collect rings to earn one of the Chaos Emerald shards.

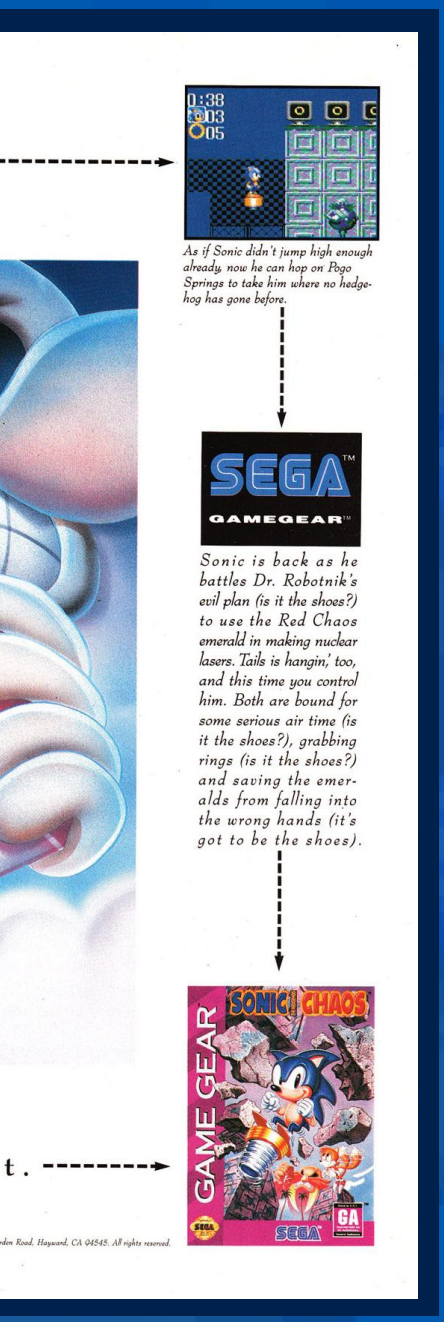
Mega Collection was developed by Sonic Team, the studio behind most games in the Sonic series. According to director Yojiro Ogawa, Sonic Team's goal with the compilation was to introduce children to older games in the series and showcase what made Sonic successful. Sonic Team chose to focus on including all the Genesis Sonic games. Rather than porting them from the Genesis, they collaborated with VR-1 Japan to develop an emulator to run the games' ROM images. Series co-creator Yuji Naka, who served as producer, said the team intended to include the 1993 Sega CD game Sonic CD, but storage constraints prevented this. Sonic Team also considered including BlueSky Software's Vectorman (1995), and Sonic R (1997) and Sonic Shuffle (2000) were expected to appear in Mega Collection at one point. CD, Vectorman, and R later appeared in Sonic Gems Collection, a successor to Mega Collection focusing on rare Sonic games. Sonic Team had trouble gathering materials for the compilation because it had been a decade since they made the games and *"Sega's not that good about keeping history."* For instance, Naka wanted to include the original prototype of the first game but Sonic Team could not find its ROM image.

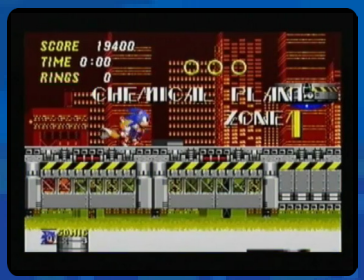
Sega announced Mega Collection as a GameCube exclusive in early July 2002, and re-



vealed which games would be included later that month. The compilation went gold the following November; Naka said Sonic Team felt a sense of accomplishment when they completed it. Mega Collection was released in North America on November 10, 2002, in Japan on December 19, 2002, and in Europe on March 21, 2003. When Sega began to expand support for the PlayStation 2, it commissioned a version of Mega Collection for that console and the Xbox. This version was announced at E3 2004.

Reviews for Sonic Mega Collection were generally favorable. Louis Bedigian of GameZone praised the controls as *"top-notch"* including that *"even the thumbstick is usable, and it works flawlessly."* Game Informer declared Sonic Mega Collection to be *"perhaps the best compilation ever."* Fran Mirabella of IGN christened the compilation as *"a wonderful little collection that, while not perfect, is a great value."* Jeff Gerstmann of GameSpot suggested that *"if you're fiending for Sonic the Hedgehog and either don't have or are unwilling to drag out a dusty Genesis from the closet, don't hesitate to give it a shot."* However, Johnny Liu of Game Revolution advised *"just blow the dust off the old Genesis, because there isn't enough good extra stuff here."* Nintendo Power described Sonic Mega Collection as *"the ultimate compilation of Sonic adventures."*





Reviews for Sonic Mega Collection Plus were also positive. Chris Baker of GameSpy decided that *"despite its exclusions, though, Collection's large selection of titles for $19.99 is a tough thing not to recommend to anyone who calls himself a gamer. Even if a few of the games undeniably suck."* Hilary Goldstein of IGN declared that *"you can't find a better deal than 20 games for 20 dollars,"* and that *"while not every Sonic game is a winner, the majority are. These games, though old, are superior to Sega's more recent 3D Sonic offerings."* Aceinet of GameZone, while praising the compilation overall as *"a nearly complete package of classic Sonic games,"* was critical of the emulation of the Game Gear games, saying that *"while the emulation is spot-on for the games, having to put up with a black bar around the screen could be upsetting to some."* Jeremy Parish of 1UP.com assured readers that *"even with its shortcomings, it's still one of the most value-packed classic compilations available for any system -- as long as you like Sonic."* Game Informer suggested that *"if you grew up with these games, they're still a joy to play,"* and that *"new converts to the Sonic fold will get a great introduction to the 'hog's history."* GMR Magazine concluded that *"if you're new to Sonic, for 20 bucks you really can't go wrong."*

7.5

Sonic Gems Collection

J P

Developer	Sonic Team
Publisher	Sega
Release date	(jp) August 11, 2005
Genre	Compilation
Mode	1-2 Players

Sonic Gems Collection is a 2005 compilation of Sega games, primarily those in the Sonic the Hedgehog series. The emulated games span multiple genres and consoles—from the Sega Genesis to the Sega Saturn—and retain the features and errors of their initial releases with minimal edits. Player progress is rewarded with demos of other Sonic games, videos, and promotional artwork spanning the history of the Sonic franchise. While its 2002 predecessor, Sonic Mega Collection, comprised the more popular Sonic games, Gems Collection focuses on more obscure games, such as Sonic CD and Sonic the Fighters. Four games in the international version, Bonanza Bros. (1990) and the Streets of Rage trilogy (1991—1994), are not included in the North American version. Each game is mostly identical to its initial release, but some were changed; for example, Sonic R runs at a higher frame rate.

Included in the collection are:

Sonic CD

Sonic the Hedgehog CD, commonly referred to as Sonic CD, was originally released as a 1993 platform game for the Sega CD. As a Sonic the Hedgehog series platformer, Sonic runs and jumps through several themed levels while collecting rings and defeating robots. Sonic CD is distinguished from other Sonic games by its time travel feature, a key aspect to the story and gameplay. By traveling through time, players can access different versions of stages featuring alternate layouts, music, and graphics based on the time period.

Sonic The Fighters

Sonic the Fighters, also known as Sonic Championship on arcade versions outside Japan, is a fighting video game developed by Sega AM2. First released in 1996 in arcades on Sega's Model 2 arcade system, Sonic the Fighters pits players in one-on-one battles with a roster of characters from the Sonic the Hedgehog series. The game was built on top of the 3D fighting engine for Fighting Vipers (1996), an earlier fighting game by Sega AM2, and it serves as the debut 3D game in the Sonic series.

Sonic R

Sonic R is a 1997 racing game released for the Sega Saturn. The player races one of ten Sonic characters in various Sonic-themed race tracks as they attempt to stop Doctor Robotnik from stealing the Chaos Emeralds and enslaving the world.

Sonic the Hedgehog 2

Sonic the Hedgehog 2 is the Game Gear version first released in a 1992. It's a sequel to Sonic the Hedgehog for Master System and Game Gear. Being released before the Sega Genesis version, the 8-bit editions of Sonic the Hedgehog 2 represented the debut of character Miles "Tails" Prower, who became a main character in the series.

Sonic the Hedgehog Triple Trouble

Sonic the Hedgehog: Triple Trouble is a platform first released for the Game Gear in 1994. It is the sequel to Sonic Chaos and features classic Sonic series gameplay. The player can choose to control either Sonic the Hedgehog or Tails as they venture to protect the powerful Chaos

Emeralds from others. Sonic and Tails can use items strewn across the stages, and differences in their abilities make for different gameplay experiences when playing as each character.

Sonic Spinball

Sonic the Hedgehog Spinball is a 1993 pinball game originally released fro the Game Gear. It is a spinoff of the Sonic the Hedgehog series. Players control Sonic, who must stop Doctor Robotnik from enslaving the population in a giant pinball-like mechanism. The game is set in a series of pinball machine-like environments, and Sonic acts as a pinball for the majority of the game.

Sonic Drift 2

Sonic Drift 2, released in Europe as Sonic Drift Racing, is a kart racing released in 1995 for the Game Gear. The game serves as a sequel to Sonic Drift. It added three characters: Knuckles, Fang the Sniper, and Metal Sonic, and marked the first time the last two were playable characters.

Tails' Skypatrol

Tails' Skypatrol is the first solo adventure of the Sonic sidekick Tails in the Sonic the Hedgehog series and it was only released in Japan for the Game Gear. Gameplay is fairly similar to the Sonic series. Tails need to defeat enemies and complete obstacles. He can fly, but is constantly suspended. He carries a golden ring that is used to take out enemies or to latch on to devices. Sonic, the emeralds and Dr. Robotnik are not presented, and neither are there rings to collect during the levels.

Tails Adventure

Tails Adventure is a platform game released in 1995 for the Game Gear. The game stars Tails in a solo adventure, as he collects an array of items to help him explore Tails Island and defeat the enemies inhabiting it. The gameplay is more slow-paced than other Sonic games, with Tails only

capable of walking and flying at a moderate speed. The stages are explored in a non-linear fashion, with newly collected items opening up pathways in previous areas.

Vectorman

Vectorman is a run and gun platform game released om 1995 for the Sega Genesis. VectorMan feature multi-directional aiming. Before the time runs out, the player must traverse a level from left to right and find the exit, possibly guarded by a boss, but not necessarily. While the levels are generally linear, they may have several platforms awaiting exploration, including hard-to-reach areas hiding power-ups.

Vectorman 2

Vectorman 2 is a run and gun platform game released om 1996 for the Sega Genesis. The sequel have Vectorman fight enemies, collect photons, jump over obstacles, find weapons, morph into other creatures, and climb walls as the green "orbot" Vectorman.

Bonanza Bros.

Bonanza Bros. is a 1990 3D-style, 2D shooting platform arcade game by Sega. It is one of the earliest arcade games powered by the Sega System 24 arcade system board. This version is the 1990 Genesis version. Players take the role of one or both of the brothers Robo and Mobo, who were modeled on The Blues Brothers. The object of the game is to travel stealthily around each building while avoiding guards, retrieve several objects within a time limit, and move to the roof where a blimp is expecting the player with the loot. In this fashion the plot and gameplay resemble the older Atari 2600 title Keystone Kapers, but with added features that are similar to the ones in Lock 'n' Chase. Two players can play cooperatively at the same time, as the screen is always split in two.

Streets of Rage

Streets of Rage (“ “Bare Knuckle: Furious Iron Fist” in Japan) is a side-scrolling beat ‘em up first released for the Genesis in 1991. Like in the game Golden Axe which was released two years prior by Sega, enemies walk onto the screen from both sides as well as occasionally appearing from other locations. The player must defeat each opponent to progress through eight locations, known as rounds. Unlike its sequels, none of the enemies are named within the game (they are named only in the Japanese version’s manual) and only the bosses have life gauges.

Streets of Rage 2

Streets of Rage 2, released in Japan as Bare Knuckle II: The Requiem of the Deadly Battle, is a side-scrolling beat ‘em up released in 1992 for the Genesis. The game introduced two new characters: Max Thunder and Eddie “Skate” Hunter, the younger brother of Adam Hunter from the original game Streets of Rage 2 differs from the previous title in several ways. There are changes in both graphics (characters now are bigger, more detailed and with more animation frames, and scenarios are less grainy) and gameplay (the rocket move was replaced by a special move that doubles in offense and defense along several new moves), along other new features such as life bars (and names) for all enemies and the radically different new characters.

Streets of Rage 3

Streets of Rage 3, known in Japan as Bare Knuckle III, is a side-scrolling beat ‘em up developed released in 1994 for the Sega Genesis. It is the third and to-date, final installment of the Streets of Rage series. The game features several enhancements over Streets of Rage and Streets of Rage 2 such as a more complex plot, inclusion of character dialog, multiple endings, longer levels, increased difficulty, more in-depth scenarios and faster gameplay. Weapons could now only be used for a few times before breaking and could be integrated with unique moves with certain characters, hidden characters were added and a few cutscenes were included to give the story greater depth.

Sonic Gems Collection was developed by Sonic Team and published by Sega for the GameCube and PlayStation 2. According to Sonic Team director Yojiro Ogawa, the compilation (and its 2002 predecessor Sonic Mega Collection) was conceived to introduce young players to older games in the Sonic franchise. While Sonic Mega Collection focused on the original Genesis games to showcase what made the franchise a success, Sonic Gems Collection focused on games Sega considered rare and obscure. Although Sonic Team was responsible for Sonic Gems Collection’s creation, they had limited involvement in the development of the games included on the compilation; for example, Sega AM2 made Sonic the Fighters, and Sonic R was primarily developed by Traveller’s Tales. Most of the games included are emulated, but Sonic the Fighters is a port.

At the beginning of Gems Collection’s development, Sonic Team made a list of the most wanted games for the compilation. The team considered the games they felt were high quality in graphics, gameplay, and overall nature. Sonic CD and Vectorman were considered for inclusion in Mega Collection, but were deferred to Gems Collection. Producer Yuji Naka said storage constraints prevented Sonic CD from inclusion in Mega Collection. AM3’s SegaSonic the Hedgehog (1993) was omitted due to problems emulating its trackball controls. Sonic Eraser was also initially planned, but did not for unknown reasons. Furthermore, three Mega Drive games from the Wonder Boy Series were also planned, but did

not make it for unknown reasons. Knuckles' Chaotix was originally planned to be included, but wasn't due to the difficult nature of emulating the 32X software.

AM2 assisted in porting Sonic the Fighters, marking its first release on a home console. The Windows versions of Sonic CD and Sonic R were used in Sonic Gems Collection. Both games received visual upgrades: Sonic CD's opening sequence is presented in fullscreen and Sonic R has higher resolution textures.

During development, Sonic Team hoped that each region's version of Sonic Gems Collection would be identical in content. However, the Streets of Rage games and Bonanza Bros. had to be omitted from the North American localization, due to fears of a "Teen" rating from the ESRB. The team also wished to include both the Japanese and North American Sonic CD soundtracks, but storage and licensing problems resulted in Japan only receiving its respective soundtrack and all other regions using the North American version. Those who ordered the game through Sega's online store Sega Direct received an exclusive Sonic-themed yo-yo.

According to Metacritic Sonic Gems Collection received "mixed or average" reviews. By November 22, 2005, the compilation sold 200,000 copies outside Japan.

Reviewers considered Sonic CD the compilation's strongest feature, so much that Nintendo Power's Steve T. and Electronic Gaming Monthly, from EGM, said it was worth buying for Sonic CD alone. Juan Castro, from IGN, found that Sonic CD *"still holds its own against modern platformers"*, praising its unique, time-travel oriented gameplay, level design, visuals, and sound. Ryan Davis, from GameSpot, found Sonic CD superior to the other games in the compilation, and Tom Bramwell, from Eurogamer, declared *"rejoice for Sonic CD... Just don't rejoice for anything else, because it's mostly rubbish"*. Many reviewers were also pleased by the inclusion of the Vectorman games. Castro called it *"the pinnacle of 16-bit gaming"*, praising its melding of boss fights, action, and platforming and saying it aged well.

Critics generally felt Sonic R and Sonic the Fighters were mediocre. Castro, Theobald, and Davis compared Sonic the Fighters unfavorably to the Virtua Fighter games, with Davis calling it dated and simplistic. Jeuxvideo.com's Superpanda argued Sonic R was on par with Sonic CD in terms of quality. Castro was less positive: he found its ideas clever and considered it an interesting departure from normal racing games, but thought the ideas were poorly implemented and the controls were awkward. However, he still thought the game was enjoyable and that its soundtrack was unique.

The six Game Gear Sonic games were criticized for their uneven quality and poor emulation. Theobald liked that the games were available from the start, but was puzzled why the other six games were left out. He also considered the selection random (*"why Sonic 2, but no Sonic?"*).

Some reviewers found the compilation incomplete. Davis and Theobald both criticized the exclusion of the Streets of Rage games in the North American version. Davis stated he preferred them over Vectorman and Theobald said Sega should have just let the compilation get a Teen rating from the ESRB. Theobald was also disappointed that the compilation lacked SegaSonic the Hedgehog, Knuckles' Chaotix, and the other Game Gear games. Jeremy Parish, from 1UP.com, said even combining Sonic Mega Collection and Sonic Gems Collection would provide players an incomplete Sonic collection, lambasting the exclusion of Knuckles' Chaotix and Sonic the Hedgehog Pocket Adventure and feeling the Master System Sonic games should have been included, not the Game Gear ones. Superpanda said he would have preferred Knuckles' Chaotix over the Game Gear games and also considered its exclusion of the Saturn version of Sonic 3D Blast a disappointment.

Reviewers were generally divided over whether Sonic Gems Collection would leave players satisfied. EGM summed it up as a *"woefully uneven mix"*, but one Sonic fans should check out if they wanted Sonic CD. Castro said the compilation was *"decent"* and worth its price tag, but was not as solid as Sonic Mega Collection. Theobald found it weak and that only Sonic CD and Vectorman would appeal to casual gamers. Bramwell was sarcastic: *"if this sort of thing matters to you, if you still can't bear to unplug your Dreamcast, and you do own Virtua Fighter 4 and all the others and think they're brilliant, this is for you"*.

6.4

JNP

Sonic Heroes

Developer	Sonic Team
Publisher	Sega, (us) SCEA
Release date	(jp) December 30, 2003
Genre	Action-platformer
Mode	1-2 Players

Sonic Heroes is a 2003 3D platform game in Sega's Sonic the Hedgehog series. The player races a team of series characters through levels to amass rings, defeat robots, and collect the seven Chaos Emeralds needed to defeat Doctor Eggman. Sonic Heroes abandons the action-adventure and exploration-based gameplay of its predecessors Sonic Adventure (1998) and Sonic Adventure 2 (2001) and instead returns to the linear style of Sega Genesis-era Sonic games.

Sonic Heroes is a 3D platformer. While the preceding Sonic Adventure games for the Dreamcast, Sonic Adventure (1998) and Sonic Adventure 2 (2001), featured elements of action-adventure and exploration, Sonic Heroes focuses on linear platforming and action, similar to the Sonic the Hedgehog games for the Sega Genesis. The story is also simpler than those of the Sonic Adventure games. In it, series antagonist Doctor Eggman threatens to use a weapon to destroy the world and sends out legions of robots. Four groups of three characters from the franchise's history separately team up to put a stop to Eggman's plans. The player navigates using one of the teams, who serve as the player characters. The teams consist of Sonic the Hedgehog, Miles "Tails" Prower, and Knuckles the Echidna; Shadow the Hedgehog, Rouge the Bat, and E-123 Omega; Amy Rose, Cream the Rabbit, and Big the Cat; and Espio the Chameleon, Charmy Bee, and Vector the Crocodile, respectively. Each team has its own campaign, called a story. Each also represents a different difficulty. Amy's team, for example, is designed for beginners, while Shadow's is aimed at more experienced players.

Gameplay is generally similar in each story: the player must race through levels to advance the story and collect rings for protection and lives. Level themes vary from beaches to casinos.

Teams contain three character types: Speed (such as Sonic), Flight (such as Tails), and Power (such as Knuckles), which the player toggles between. Speed characters can perform attacks that allow them to lock onto enemies and objects, dash across lines of rings, and can form whirlwinds to climb up poles. Flight characters can temporarily fly and attack airborne enemies, while Power characters can break through objects and glide on gusts of air. By acquiring certain items or enemies, characters can level up, becoming more efficient when fighting enemies.

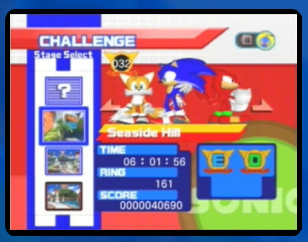
Sonic Heroes was developed by the 19-member Sonic Team USA in San Francisco to commemorate the Sonic series' 12th anniversary. Development was led by producer Yuji Naka and director/lead designer Takashi Iizuka, and lasted 20 months. The majority of the development team had worked on previous Sonic games. Iizuka did not want to make a sequel to Sonic Adventure 2 (2001), as he worried it would only appeal to Sonic fans. Interested in returning to a gameplay style similar to the Sega Genesis games, Sonic Team decided to design Sonic Heroes so casual play-

ers not familiar with Sonic could adapt. Iizuka said the development period of Sonic Heroes was the most stressful of his career because of deadlines and Sega management. A fellow designer became ill, so he worked relentlessly, lost 22 pounds, and suffered from insomnia.

Sonic Heroes was the first multi-platform Sonic game: it was developed for the GameCube, PS2, and Xbox. Unlike the Sonic Adventure games, which had been made using proprietary software, Sonic Team partnered with Criterion Software to use the RenderWare game engine so the game could be programmed and ported with ease to each platform. Though Sonic Team was able to transfer some textures and models from the Sonic Adventure games into Sonic Heroes, most of their work started from scratch. Sonic Team found challenges in working with the Xbox and PS2, platforms with which they had little experience. The content in all versions is the same, but the PS2 version runs at 30 FPS in contrast to the other versions running at 60 FPS. Sega's Noah Musler explained that running the PS2 version at 60 FPS would have caused performance problems. Iizuka also noted the system is less powerful than the GameCube and Xbox. Iizuka and Naka decided against including console-exclusive content so players could have the same experience regardless of console.

Reviews for Sonic Heroes were "mixed or average", according to Metacritic. Some reviewers felt the game was better than the previous 3D Sonic games but still below the quality of the 2D games. The PS2 version's reviews were considerably worse than others; reviewers noted clipping, graphic faults, and its lower frame rate.

The aesthetics and sound were generally well-received. IGN lauded detailed, varied, and realistic character models, and wrote that the textures were detailed and crisp. They also praised the realistic shading and lighting effects. Although GameSpot thought the graphics were not much of an improvement from previous games—comparing them to *"a glorified Dreamcast game"*—they still praised its steady frame rate, art design, and vibrant colors.



Multiple reviewers wrote that the gameplay was very similar to that of the Genesis Sonic games. GameSpot found Sonic Heroes the closest Sonic Team ever got to recreating the classic 2D Sonic gameplay in 3D. They praised the game for stripping away the shooting and hunting elements from the Sonic Adventure games, and called it *"a purer, more action-packed Sonic experience"* than previous games. IGN considered Sonic Heroes a major improvement from Sonic Adventure, writing *"Sonic Heroes does an absolutely sensational job of re-creating the intensely fast and unpredictable looping, corkscrewing stages from the classic games in 3D"*. 1UP.com and GameSpy agreed that the game was a step in the right direction for the series.

Reviewers were generally divided over the team-based gameplay. GameSpy argued it was well-balanced and thought it greatly increased the replay value. Eurogamer considered the gameplay original but *"boring and obvious"* and thought that the controls were clunky and unorthodox.

The game was criticized for not addressing the problems of prior Sonic games. 1UP wrote the problems with the camera and *"hit-or-miss lock-on attacks that leave you plunging to your doom"* that plagued the Sonic Adventure games were still present in Sonic Heroes and hurt the experience greatly.

5.5

JNP

Sonic Riders

Developer	Sonic Team
Publisher	Sega
Release date	(us) February 21, 2006
Genre	Racing
Mode	1-2 (4) Players

Sonic Riders is a 2006 racing game for the GameCube, PlayStation 2, and Xbox in which the player controls characters from the Sonic the Hedgehog series on hoverboards. In the game's 16 tracks, the player competes against characters—either controlled by computers or other players—in story and battle modes. It was developed by Sonic Team and Now Production, published by Sega, and released in February 2006 in Japan and North America. It was released in Europe the following month and for Windows at the end of the year. A Game Boy Advance version, developed by Backbone Entertainment, was canceled.

Sonic Riders is based around characters racing each other using devices known as "Extreme Gear", anti-gravity-equipped vehicles consisting of hover boards, hover skates, and hover bikes. Players compete to finish three laps around a racetrack before their opponents and complete the race in first place. Each race features up to eight characters competing. A key component of gameplay is the air tank. Air serves as the fuel for Extreme Gear, and is depleted gradually as the race goes on. Characters can also perform a Boost, which will give them a sudden burst of speed at the cost of a significant amount of air. Air is also more quickly spent using techniques like cornering, which allows the player to round sharp turns with ease, and building tension before a jump, which involves using the air to propel the player higher off of ramps. If a player runs out of air, their character will start running on foot; this prevents them from boosting, attacking, cornering easily or using charged jumps. Players can refill their air by performing tricks when jumping off ramps or off opponents' slipstream, with higher-rated tricks sequences restoring more air. Players can also collect rings scattered across the track; collecting a certain number of rings will cause their character to level up for the remainder of the race, increasing the strength of their attacks and extending their maximum air capacity.

Sonic Riders features sixteen playable characters, including guest characters from Nights into Dreams, Space Channel 5, and Super Monkey Ball. Each individual character has different statistics, altering their performance slightly in races, though some characters are restricted from using certain types of Extreme Gear. Characters are divided into one of three classes, each with different abilities: Speed, Power, and Fly. Speed characters can grind on rails, which grants increased speed and air. Power characters can break certain objects, giving the player a boost and additional air. Fly characters can fly through rings, boosting the player further into the course. Each race track features multiple shortcuts that can only be accessed by characters of a specific class. Players can spend the rings they acquire at the in-game shop to purchase new Extreme Gear, each of which possesses unique statistics and properties.

The game includes eight unique areas, each with two track variants, for a total of sixteen

tracks. Nine tracks are unlocked through progression in the game's story mode, while two must be unlocked by winning Gold in both the World Grand Prix tournaments, in which players race through five consecutive tracks and attempt to get the highest overall score. The game's Story Mode is divided into two campaigns, whose events intersect with one another: The "Heroes" story, focusing on Sonic, Tails, and Knuckles; and the "Babylon" story, focusing on the Babylon Rogues, consisting of new characters Jet the Hawk, Wave the Swallow, and Storm the Albatross. In each campaign, players take part in consecutive races with predetermined characters, and must take first place in each race to continue the story. Completing the Heroes campaign unlocks the Babylon campaign, which includes an epilogue in which the two stories converge. Up to four players can also compete in the game's single race and battle modes.

Sonic Riders was developed by Sonic Team and Now Production in commemoration of the Sonic series' 15th anniversary. The game was directed by Kenjiro Morimoto and produced by Takashi Yuda. Series co-creator Yuji Naka served as executive producer. Sonic Riders was the last Sonic game that Naka was involved with; he resigned to form his own company, Prope, shortly after its release to focus on original games. Yuda said Naka provided input at the beginning of development and additional advice as the game progressed.

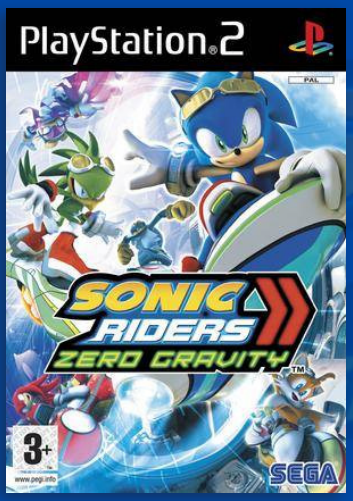
The game was the series' first racing game since Travellers' Tales developed Sonic R in 1997. According to Yuda, in the years after Sonic R's release, Sonic Team received many requests from fans for another Sonic racer. Though he played and enjoyed Sonic R, Yuda believed Sonic Team, *"who knows Sonic best"*, should make another game that was superior to any previous Sonic racing game. Yuda also did not want to make a conventional racing game, instead desiring a dynamic, unique style of gameplay that would allow the player to perform tricks. Being able to do this in a car was illogical; Sonic Team noted that surfing and snowboarding were more flexible. As the concept had a heavy emphasis on air, hoverboards were chosen since they could work in any environment and still be fun to use.

Sonic Riders was primarily designed to appeal to fans of Sonic and extreme sports games, while the multiplayer modes were included for casual gamers. Yuda has said Sonic Team did not take any influences from prior Sonic games, reasoning they wanted to create a truly new experience that was unlike anything else from other Sonic games. The characters were chosen based on how relevant to the game's story they would be. The game's antagonists, the Babylon Rogues, were created because Sonic Team wanted to include "Air Pirates" as Sonic's rivals. Yuda considered them best-suited for Sonic series racing games, and noted Sonic characters are usually designed with one specific storyline in mind. Levels were designed to be "crazy" but still feature classic Sonic elements.

Sonic Riders was released to mixed reviews, although it did sell well and was branded under the GameCube and PlayStation 2 bestseller lines. Reviewers were critical of its sloppy gameplay, loose controls, and inconsistent design; some praise was directed at the visual style and the sense of speed while racing. Overall, they deemed it a lackluster game—both within the Sonic franchise and the racing game medium—that had its highlights but ultimately fell to its shortcomings. Despite the mixed reviews, two sequels, Sonic Riders: Zero Gravity and Sonic Free Riders, were developed and released.

Sonic Riders: Zero Gravity

5.6



Developer	Sonic Team
Publisher	Sega
Release date	(us) January 8, 2008
Genre	Racing
Mode	1-2 (4) Players

Sonic Riders: Zero Gravity is a hoverboard racing game and the fifth racing game in the Sonic the Hedgehog series, and the second entry the Sonic Riders trilogy. The game would have been ported for the Xbox 360 but was cancelled during development.

Compared to the previous game, this game presents some new abilities. By performing tricks and completing challenges, gravity points can be earned. This allows for the Gravity Dive that opens up a black hole, sucking the player in and thus providing faster speed, and Gravity Control. By changing gravity alternate paths can be used through walls and other surfaces. A third one is called Gravity Drift. Just like the Grip move in the previous game, characters can use it to turn tight on corners. There are various items, obstacles on the course and different vehicles such as hover boards, bikes, air riders, yachts, air skates and other crafts. These can all be upgraded, even while racing.

The three new game modes are Survival Mode (smash into opponents on certain parts of a track), Survival Relay (relay courses with multiple players) and Survival Ball (football game). There are sixteen courses with two tracks each, sixty different vehicles, and eighteen playable characters, of which most need to be unlocked. They are divided into three categories (Speed, Fly and Power) and have personalized gear that allows them to make use of specific short-cuts.

Sonic Riders: Zero Gravity received mixed reviews from critics. It has been praised for its improved graphics, larger level designs, music and easier gameplay concepts, but has also been criticized for its loose controls, lack of online play, story material and removal of certain gameplay elements from its predecessor. GameRankings and Metacritic assigned the PlayStation 2 version 59.31% and 56/100 and the Wii version 57.04% and 56/100. GameSpot gave the PS2 version 5.0/10[5] and the Wii version 4.5/10. IGN rated both the PS2 and the Wii versions a 5.8/10.

Sonic Unleashed

6.6

Developer	Sonic Team
Publisher	Sega
Release date	(us) November 18, 2008
Genre	Action-platformer
Mode	1 Player

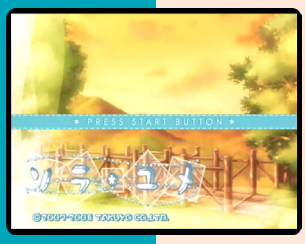
Sonic Unleashed is a 2008 platform ' game in the Sonic the Hedgehog series. The story follows Sonic as he attempts to restore the world after his nemesis Doctor Eggman shatters it with a powerful laser to unleash Dark Gaia, an ancient evil, while dealing with his "Werehog" form, which he gains after coming into contact with the energy of Dark Gaia. Gameplay features two distinct styles, with each being played either during daytime or nighttime. Daytime stages incorporate Sonic's traditional platforming and trademark speed, with a combination of behind-the-back third-person viewpoints and 2D side-scroller platforming; gameplay seamlessly transitions between these two views. Night-time levels see Sonic transform into the Werehog; gameplay slows down to accommodate greater platform play, and involves combat against waves of enemies using the Werehog's brute strength.

The game's development began in 2006, after the creation of its game engine, the Hedgehog Engine. It was initially conceived as a sequel to Sonic Adventure 2, but developer Sonic Team began to introduce enough new innovations that separated it from previous games, and it was renamed Unleashed. The Werehog gameplay was conceived to help introduce newer gamers unfamiliar with the Sonic franchise to the series.

Public anticipation for Sonic Unleashed was high, as video game journalists saw it as a possible return to Sonic's platforming roots. While it was commercially successful—selling 2.45 million units—critical reception was mixed. Reviewers praised certain elements, such as the sense of speed in daylight stages and the graphics and audio that make up the environments, but criticized others, such as the Werehog game mechanic, as well as several gameplay and design concepts. Many felt Unleashed was not the game to reinvigorate the series. Sonic Unleashed was delisted from retailers in 2010, following Sega's decision to remove all Sonic games with below-average Metacritic scores from sale.

Sorayume

5.2



J

Developer	Takuyo
Publisher	Takuyo
Release date	(jp) June 19, 2008
Genre	Visual novel
Mode	1 Player

Morinaga Satsuki is a normal 2nd year high school student. The day her parents leave for a business trip she finds a sparkling yellow ring, “Chrysoberyl”. When she put it on, a demon sealed inside it is released. He ask her to help him find the “Thing he was looking for”, and as a reward he would grant her a “wish that wasn’t particularly a wish”.

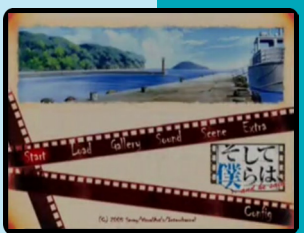
Soshite Bokura wa... And He Said

7.1

Developer	Visual Arts, Spray
Publisher	Interchannel
Release date	(jp) June 30, 2005
Genre	Visual novel
Mode	1 Player

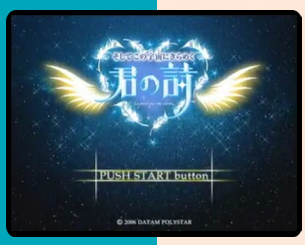
A group of people travel to a island to shoot an independent movie. While filming, an accident happens and soon they will have to face the mystery about the island.

The game features an unlockable gallery and different endings depending of the player choices during the adventure.



J

Soshite Kono Uchuu ni Kirameku Kimi no Uta



J

Developer	Datam Polystar
Publisher	Datam Polystar
Release date	(jp) May 25, 2006
Genre	Visual novel
Mode	1 Player

Lumina is the princess of the “Shumar” Kingdom. Facing the opposition of her father, where she was promised away to a prince in an arranged marriage, Lumina runs away on a journey to explore the world. With the company of her childhood friend Ashe the kingdom’s best swordsman and the young erudite genius boy Belmo, Lumina’s adventure begins.

Soshite Kono Uchuu ni Kirameku Kimi no Shi XXX

6.0

Developer	Datam Polystar
Publisher	Datam Polystar
Release date	(jp) February 22, 2007
Genre	Visual novel
Mode	1 Player

The game follows the princess Lumina. Her and twin brothers who died in battker and her father who died from an illness. One day she finds a box who contains a ghost who takes over her frined, Pelmo's, body and tells her that he can revive any people who did not die of natural causes. She doesn't listen to the full rules of his contract and agrees to revive both her brothers.

Sotsugyou 2nd Generation

6.1

Developer	Jinx
Publisher	Jinx
Release date	(jp) March 9, 2006
Genre	Visual novel
Mode	1 Player

This entry in the Sotsugyou series places players in the role of a teacher at Seika Girls Junior High. they'll supervise the growth of five girls over a year-long period, leading them to graduation. Players can attempt to earn the affections of 11 assistant teachers, as well as pairs consisting of each student with her mom. When not at class, they're free to visit their students' homes.

"ign.com"

Soukoku no Kusabi: Hiiro no Kakera 3

Developer	Design Factory
Publisher	Idea Factory
Release date	(jp) August 7, 2008
Genre	Visual novel
Mode	1 Player

Hiiro no Kakera, is a Japanese visual novel created by Idea Factory directed at the female market, known as an otome game.

The protagonist is a teenage girl who revisits a small village she remembers from her childhood and gets caught up in her family's history and supernatural dangers surrounding it.

"psxdatacenter.com"

Soukou Kihei Votoms

7.6

J

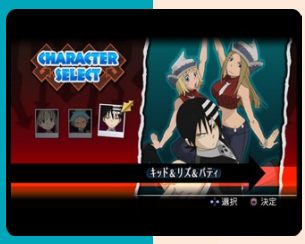
Developer	Yuke's
Publisher	Namco Bandai Games
Release date	(jp) November 15, 2007
Genre	Action
Mode	1-2 Players

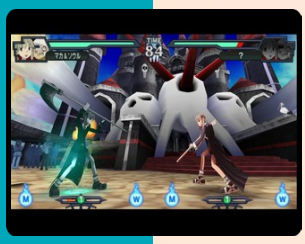
Soukou Kihei Votoms, better known as Armored Trooper Votoms, is a mech action game based on the anime of the same name. The game covers the whole anime and OVA up to the beginning of "Pelsen Files" saga.

Players can choose from 50 different AT's. They can also transfer to another AT in the middle of the battle and continue fighting.

Soul Eater: Battle Resonance

7.5





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Developer	Bec
Publisher	Namco Bandai Games
Release date	(jp) January 29, 2009
Genre	Fighting
Mode	1-2 Players

Soul Eater: Battle Resonance, released on the PS2 and PSP, is a fighting based on the Soul Eater manga and anime. The game follows the anime storyline and spans from the Remedial Lessons Arc to the A Fight to the Death at the Anniversary Celebration Arc.

The player competes in one on one matches against computer-controlled opponents within a stage, time limit, and a number of rounds that can be changed during the selection of characters.

During the gameplay, there's a power gauge in which charges overtime as players fight their opponent. After gaining enough power, they may perform a soul resonance. This enables the character to perform super moves.

Game modes include; Adventure Mode, Versus Mode, Team Battle and Arcade Mode. In the Adventure Mode, the player will undergo doing several missions with specific tasks and have a time limit to complete the task. This may range from simply defeating the opponent to doing certain moves. Versus Mode and Team Battle should be self explanatory. In Arcade Mode, the player must successfully defeat the opponent to get to the next stage. After beating a certain number of opponents, Medusa is the last opponent.

Sousei no Aquarion

Developer	Sting
Publisher	Bandai
Release date	(jp) June 30, 2005
Genre	Action
Mode	1 Player

Aquarion is based on the anime series of the same name. The story takes place in the near future where world population decreased by one third due to South Pole ice dissolves catastrophe. The Aquarion is a new type of hybrid fighter jet and robot that was built to battle against the mythical animals, that appears from the sky and started attacking human.

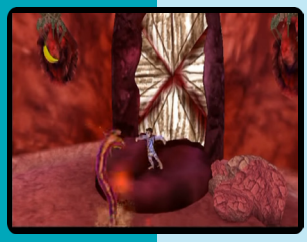
The game is mission based, the action are in 3rd person perspective. There are 3 playable characters, each has unique abilities such as weakness scan, HP absorption and so on. Players can toggle between the three; or have all 3 robots fused into a gigantic robot.

"play-asia.com"

9.0

J

Space Chimps



Developer	Brash Entertainment
Publisher	Warner Bros. Int. Ent., (us) Brash Entertainment
Release date	(us) July 15, 2008
Genre	Action-platformer
Mode	1-2 Players

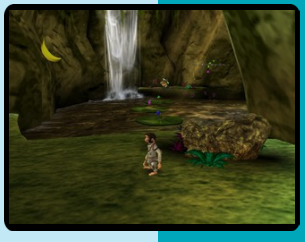
Space Chimps was released on PlayStation 2, Wii, Nintendo DS, Xbox 360 and Windows.

Based on the film, Ham III, grandson of the first chimpanzee in space, teams up with fellow spacemates Luna and Titan to a space adventure and trip to an unknown extraterrestrial planet.

Gameplay is 3D third-person platforming and combat. Players will control either Ham III or Luna, depending on the level, with Ham III having a stronger melee ability, and Luna having ranged attacks. There are hidden Globhoppers in each level, which let players unlock movie clips and concept art, and one Dole Banana in each level, which unlock costumes.

The game received mixed reviews, though it received higher scores than most games based on children's movies. IGN gave the Wii and PlayStation 2 versions 6.5, the Nintendo DS version 6.6 and the PC and Xbox 360 versions 6.7.

5.6



N P

PlayStation.2

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& the World Eaters

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Soul Nomad & the World Eaters

7.3

Developer	Nippon Ichi Software
Publisher	Koei, (jp) Nippon Ichi Soft., (us) NIS America
Release date	(jp) February 15, 2007
Genre	Tactical role-playing
Mode	1-4 Players

Soul Nomad & the World Eaters is a strategy/RPG hybrid and takes place in Prodesta, a place where war has has ravaged the land for thousands of years. The story is centered around Gig, the Master of Death, an evil god, who formerly tried to destroy the world with beings he controlled called the World Eaters. Gig was ultimately defeated by the forces of good and trapped inside an obsidian blade, which was later hidden in a small village.

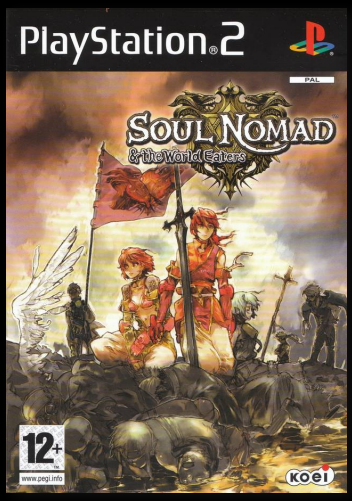
The player plays a young boy or girl, who lives in this small village, and coming of age is given this sword, unleashing Gig to posses the player's body. However, the protagonist's will is strong and Gig cannot fully control him/her.

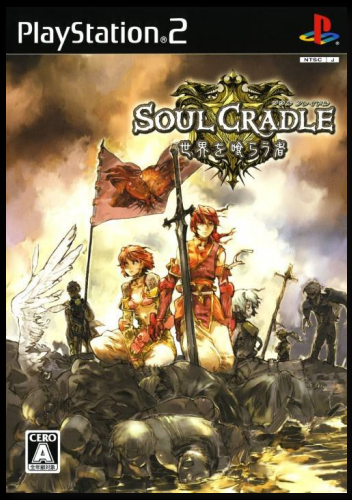
At the very beginning of the game the main character can become powerful enough to destroy even the final boss, but relying on Gig too much would be the equivalent of just letting the world be destroyed. Instead, the player is expected to build and train an army of units capable of handling whatever comes his or her way, relying on Gig's powers as little as possible.

The player is given the ability to create and command squads, which, after enough time, will become an army capable of destroying the world he or she is trying to save. Up to 25 different character types can be created, each filling a unique position in the squad with its own strengths and weaknesses. Characters' individual abilities can do such things as increase the range of an effect or give each unit a bonus to its inflicted damage.

Tedious tasks like visiting the same area over and over in order to level new characters (a staple of older Nippon Ichi titles) are no longer necessary as any new units may be purchased up to the level of the main character. Also, unlike the older Nippon Ichi titles, the player is not allowed to return to older levels. Squads can also be merged in order to increase their power.

The game includes more options for interacting with NPCs than previous Nippon Ichi games. It is possible to steal items from shops or NPCs instead of buying them. Additionally, the player can attack the towns and fight against the NPCs inhabiting them. Alternately, the player can recruit NPCs into her or his army.





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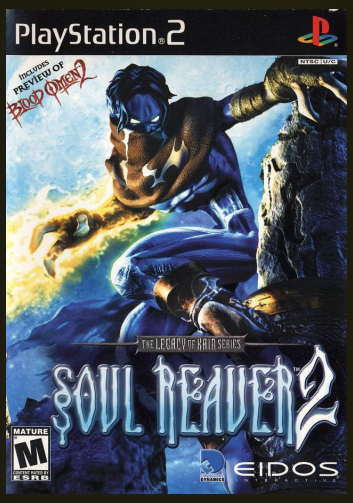
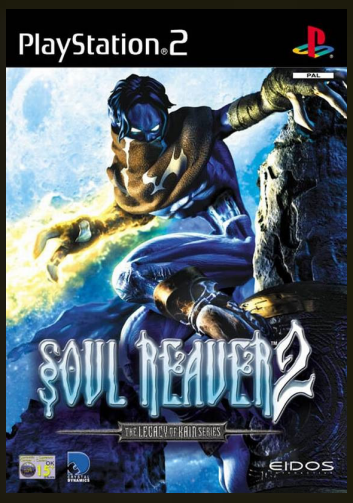
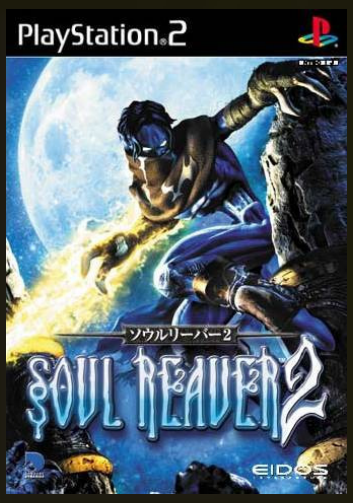






J N P

Soul Reaver 2

Developer	Crystal Dynamics
Publisher	Eidos Interactive, (jp) Titus Software
Release date	(us) October 31, 2001
Genre	Action-adventure
Mode	1 Player

Soul Reaver 2 is a sequel to Legacy of Kain: Soul Reaver and the third game in the Legacy of Kain series. Originally developed as a PlayStation and Dreamcast project, it was reworked into a PlayStation 2 and Windows title in early production, and was released in 2001. Soul Reaver 2 was followed by two sequels, Blood Omen 2 and Legacy of Kain: Defiance, in 2002 and 2003.

The game continues the adventures of the vampire-turned-wraith Raziel, the protagonist of Soul Reaver. Though Raziel initially seeks to exact revenge on Kain, his murderer and former master, this objective is superseded by a higher quest for knowledge. Traveling through history, he gradually exposes the truth behind his own past and destiny.

Soul Reaver 2 is a single-player action-adventure game. The player controls Raziel, a ghostly "ex-vampire", from a third-person perspective. Gameplay, which is based on the original Soul Reaver, prompts the player to shift between two planes of existence—the material and spectral realms—to progress. The material realm represents the physical, living world, whereas the spectral realm is a warped mirror of this environment. In the spectral realm, the player cannot manipulate objects and weapons, and water is insubstantial. Raziel's health slowly regenerates in the spectral world, whereas it gradually depletes in the material realm. If Raziel runs out of health in the material world, he is shunted into the spectral realm, and if killed in this plane, he returns to the nearest checkpoint.

Raziel retains most of the powers he possessed in the previous game, such as the abilities to glide, climb walls, fire bolts of telekinetic energy, and swim. To sustain his strength and travel between the planes, he must devour souls; this is typically accomplished by defeating enemies. The game's combat consists of a hack and slash system, entailing the use of combinations of attacks before executing a finishing move. Human enemies exist only in the material world, and include mercenaries, demon hunters, and the Sarafan, a monastic order of vampire hunters; other material creatures include dogs, thralls, and mutants. Sluagh are enemies who exclusively inhabit the spirit world, whereas cross-planar beings such as demons and shades can pursue the player between both realms. Enemies leave behind souls when killed, which replenish Raziel's health once consumed.

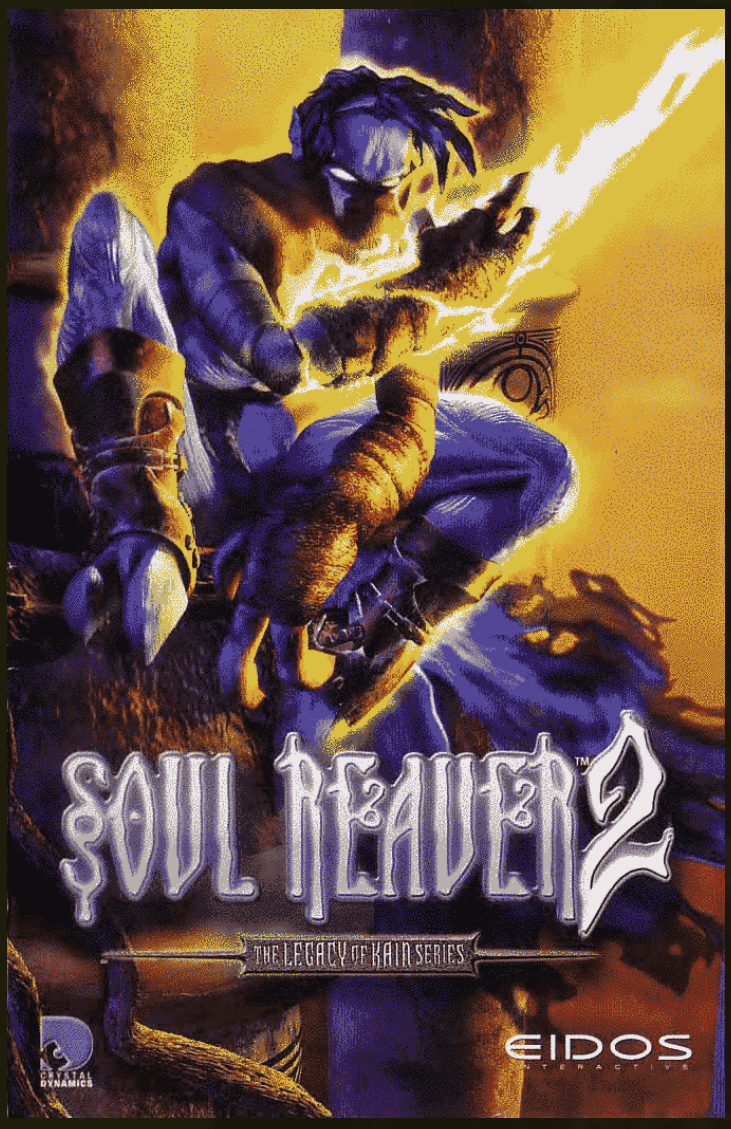
The player's primary weapon is a ghostly version of the Soul Reaver sword, referred to as the wraith-blade. The wraith-blade is symbiotically bound to Raziel, and can be summoned or dismissed at any time in the material world, but, if overused, the sword can turn against Raziel, siphoning his health. Other weapons include claws, swords and spears. As the game progresses, the player encounters magical forges which imbue the wraith-blade with elemental powers associated with darkness, light, air, and fire. These enhancements have various uses, but are only available in the material realm.

Even before the release of Soul Reaver, Crystal Dynamics were aware that they would create a follow-up, but had no *"master plan"*. Soul Reaver uses the engine of Gex: Enter the Gecko. Prior to the beginning of development, director Amy Hennig emphasized that the role-playing game elements of Blood Omen, stronger dialogue and character interaction, a greater variety of acquirable mechanics, and wider use of the spectral realm should figure into the sequel. Pre-production began in late 1999, and the project briefly entered development for the PlayStation and Dreamcast with a targeted release date in fall of 2000. The team was given approval to switch to the PlayStation 2 after creating a proof-of-concept demo for E3 2000, and the game was announced as an console exclusive title for the PlayStation 2, dropping the Dreamcast and original PlayStation versions in the process. Executive producer Andrew Bennett analogized the developers' design sensibilities to the non-linear nature of Nintendo's The Legend of Zelda and Mario franchises, but said it was decided that Soul Reaver 2 would not be a *"traditional 'complete a level, fight a boss' type of game"*. Level designers constructed a generalized puzzle and object-interaction system, helping to prevent an undesired re-emergence of Soul Reaver's abundant block puzzles. Instead of creating more inherent and optional abilities for Raziel, they focused on including new, mandatory enhancements for the Soul Reaver weapon.

On the decision to downplay Raziel's quest for vengeance against Kain in this sequel, Hennig explained, *"he's being pretty simple-minded, he's sort of being very black-and-white in his interpretation of things, and being kind of petulant [...] he's not really as heroic as Kain is, and he has a lot of stuff to figure out, basically, about what's going on"*. Soul Reaver 2 was crafted to feature a more cinematic, story-focused experience than its predecessor, which the developers felt had been *"patchy"* in this regard. It entered production after Blood Omen 2, but shipped almost six months before the latter game. A separate team within Crystal Dynamics, with creative autonomy, developed Blood Omen 2, and contradictions created by its scenario hindered work on Soul Reaver 2. After researching time travel fiction, Hennig devised a subplot concerning temporal paradoxes to resolve the continuity problems between both titles, and established that Blood Omen 2's story is a product of the final paradox created when Kain saves Raziel at the end of Soul Reaver 2. Other themes were inspired by the works of Joseph Campbell, and theology surrounding Gnosticism. Concepts which formulated the crux of the story included the idea *"that the only way a hero can ever succeed is by following his own path"*, and the question, *"can you change history or not? And if so, what does it mean to change history - in terms of being responsible for the repercussions?"*

British comic book writer Paul Jenkins was drafted by Crystal Dynamics to help refine the game's script. Though Soul Reaver features a variety of boss encounters, Soul Reaver 2 does not; this was a conscious decision on the part of the staff, to ensure the game's pacing more closely emulated that of a novel or a film, although near the end of the game, the Sarafan commanders including Raziel's human self are considered somewhat as a "bosses" since they are more challenging than the usual enemies during the game. While expanding the series' fiction, Hennig sought to take people back to the characters and mythology of the original Blood Omen, and built on its latent themes, including is-

sues of fatalism, ethical dilemma and morality. In an interview, she stated that *"the game will have a proper ending this time"*, and said *"it has a conclusion. It's the end of a chapter. There won't be a cliffhanger"*. However, the story needed to be restructured several times before its completion, and, like the original Soul Reaver, many planned areas and abilities were excised, including three elemental forges (earth, water and spirit), more Reaver enhancements, and nine *"spell-type things"*. She explained that the project's small programming crew, its switch to the PlayStation 2, and its limited 17 month production schedule had forced the team to *"pick their battles"*, leading numerous features to be simplified or eliminated. Commenting on the final product, lead designer Richard Lemarchand said that Soul Reaver 2 *"fell short of what the team had wanted to accomplish. In particular, some puzzles were too opaque, the combat was rather one-dimensional, [and the story] ended without a decent resolution"*.



Voice actors from both Blood Omen and Soul Reaver reprised their roles, with Michael Bell playing Raziel and Simon Templeman portraying Kain. The Elder God was again voiced by Tony Jay, Richard Doyle voiced Moebius, and Anna Gunn played Ariel. Paul Lukather, absent from Soul Reaver, rejoined the cast as Vorador. René Auberjonois, the only newcomer to the Legacy of Kain series, provided the voice of Janos Audron.

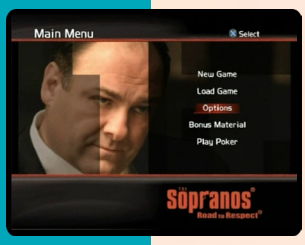
Publisher Eidos Interactive was *"broadly satisfied"* with the commercial performance of Soul Reaver 2, which sold more than 500,000 copies by June 2002.

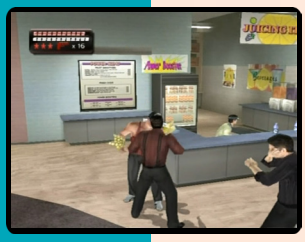
On the PlayStation 2, Soul Reaver 2 respectively received an aggregate score of 80.71% and 80/100 from GameRankings and Metacritic. Various reviewers held its storytelling, visuals and sound in high regard, but described its gameplay as dull and unsatisfying. Doug Perry of IGN praised the game's dark atmosphere and intriguing story, but said that it can become tiresome and drag on. He thought the *"haughtiness"* and drama of the dialogue, particularly between Raziel and Kain, was often overdone, and noted that its gameplay was near identical to that of its predecessor but with less replay value. Perry enjoyed the new puzzles involving the elemental powers of the Reaver for being more complex and diverse than the block puzzles of Soul Reaver, and praised the combat system. He gave the game a score of 9.0, but in his later review for Defiance, he revised his opinion, saying this rating was *"way too high"* and *"that game told a great story, but just didn't deserve that score"*.

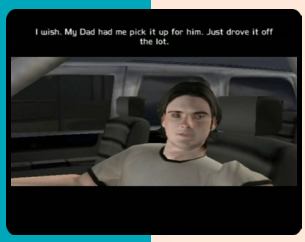
Other critics, such as GameZone's Michael Lafferty, were less reserved in their praise of the narrative—The Electric Playground referred to it as *"a textbook example to other console developers on how to write videogame prose"*—but agreed that its complex and involved backstory could alienate some players. Journalists also commonly cited Soul Reaver 2's poor lifespan and replayability as an issue; the reviewer for Official U.S. PlayStation Magazine opined that *"the problem is that there just isn't much gameplay there"* and Fielder warned that play *"burns bright, but not as long as you'd like"*.

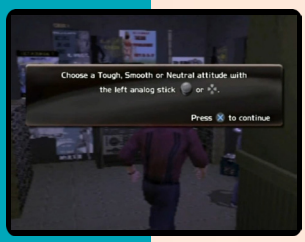
The Sopranos: Road to Respect

4.2









Developer	7 Studios
Publisher	THQ
Release date	(us) November 7, 2006
Genre	Action-adventure, Beat 'em up
Mode	1 Player

The Sopranos: Road to Respect is based on the HBO series The Sopranos, which aired from January 10, 1999 to June 10, 2007. Voice acting for The Sopranos characters is handled by the actors who perform the role on the television program, including James Gandolfini as Tony Soprano.

In the game, the player portrays Joey LaRocca, a young enforcer working in the organization of Tony Soprano. Joey is the illegitimate son of Sal "Big Pussy" Bonpensiero, who was revealed to be an informant and was killed by Tony at the end of season 2 of the television show. The storyline of the game, taking place after season 5 of the series, involves Joey attempting to rise up in Tony's organization and come out from under the shadow of his father.

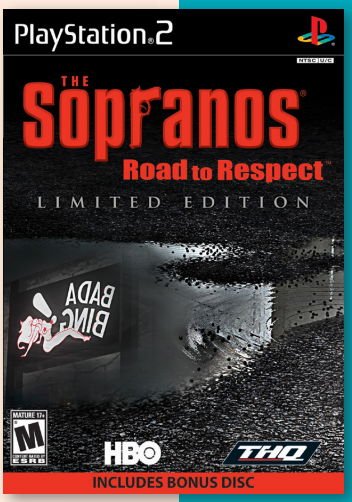
The game is linear mission-based. Most missions are given at one of the signature Sopranos locations, such as the Bada Bing or Satriale's. The player is given low-level tasks such as money collection and body dumping at first, but the story quickly ramps up to draw the player into a mob war between Tony Soprano's New Jersey crew and the the crew of Angelo Buscetta in Philadelphia.

Gameplay is primarily brawler-based, with melee combos available and numerous weapons of opportunity, such as baseball bats, lamps, barbells, and whatever can be found at hand. The player can also use the environment as a weapon, slamming the enemy's head into a filing cabinet or even pushing his face into a table saw.

There is some firearm combat in the game, which uses a typical third-person targeting system. However the player is taught early on that opening fire in a public place will cause a loss of respect from his peers. If the respect bar drops to zero, the player is killed by his own crew.

At various points in the game during conversations with an NPC, the player is prompted to have Joey act tough, play it smooth, or go somewhere in between. The decisions made here can determine whether the player ends up in a fight, or is able to talk his way out of the situation.

Limited Edition (us)



9.2

JNP

SoulCalibur II

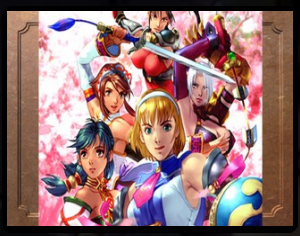
Developer	Project Soul
Publisher	Namco
Release date	(jp) March 27, 2003
Genre	Fighting
Mode	1-2 Players

SoulCalibur II is the third installment in the Soulcalibur series of weapon-based fighting games. It is the sequel to Soulcalibur, which was released in July 1998. Originally intended to be released on Sega's NAOMI board, the game was released on the Namco System 246 arcade board before being ported to the PlayStation 2, GameCube, and Xbox.

The game's plot is set in the year 1591, four years after the events of Soulcalibur and revolves around the legendary weapon Soul Edge having been shattered into pieces, with different characters seeking to collect all the pieces to gain possession of the complete weapon or to destroy it once and for all.

Key game system improvements include an easier "step" and "avoid" systems, arena walls (rather than ring-out ability on all sides) and wall-specific moves, a three-step Soul Charge system, a clash system that is used when two attacks would hit each other resulting in a white flash, Guard Break attacks which put a blocking player into a post guard-impact state, just frame moves awarding additional hits to players who could time their command inputs well, and a revised Guard Impact system that removed height-based Impact moves and instead used a more unified system (high and mid attacks are countered using Repels, mid and low attacks are countered using Parries).

SoulCalibur II presents the normal modes from most fighting games: Arcade, Team Battle Mode (similar to arcade, but with teams of up to eight characters and with out cutscenes or endings), Time Attack (fight against the clock to gain records), Survival Battle, and Training Mode. There are also "Extra" versions of these modes, intended to allow the use of the Extra Weapons. Each character has one according to their story, and are shared by groups of two (for example: Mitsurugi → Taki, Taki → Mitsurugi) with the exception of the console-exclusive characters. As in SoulCalibur, there is a "Museum", containing character artwork, various videos (like Arcade Intro or WMM intro and Ending) and Weapon Exhibition. There is also the "Profile Viewer" (to see



character's stories) and "Battle Theater" (to see CPU vs CPU battles).

A returning feature from Soul Edge is the inclusion of extra weapons. Instead of Soul Edge's system of different stats, this one is based on power %, defense % and special abilities (drains energy, pass through defense, etc.). Each character has 12 different weapons, from the standard (basic) weapons for 1P and 2P to the powerful "Ultimate Weapon". Each character was granted a Soul Edge version of their arms and a "Joke Weapon" with bad stats and effect, with unique and funny hit sounds. Each weapon is given a backstory in the "Weapon Gallery". Like before, some characters are granted with a third costume, purchased in Weapon Master Mode.

Four new playable characters were introduced in SoulCalibur II: Cassandra (fighting styles derived from Sophitia), Raphael (unique fighting style), Talim (unique fighting style), and Yunsung (fighting style derived from Hwang).

A new unlockable character Charade, like its predecessors Edge Master and Inferno, switches its style to match existing characters' move lists with each individual round of fighting. The home versions of the game feature Necrid, a new character created by Todd McFarlane, and one of three platform-exclusive characters: Heihachi Mishima from Tekken only on the PlayStation 2, Link from The Legend of Zelda only on the GameCube and Spawn from the comic book series of the same name by McFarlane only on the Xbox. Cloud Strife from Final Fantasy VII was originally intended to fill Heihachi's spot on the PS2 version but the licensing deal fell through at the last moment.

Fully returning as playable characters are Astaroth, Cervantes, Ivy, Kilik, Maxi, Mitsurugi, Nightmare, Seung Mina, Sophitia, Taki,

Voldo, Xianghua, and Yoshimitsu. Inferno is in the game, but it is not a playable character. Nightmare's third costume is Siegfried (though he is still referred to as Nightmare), while the Assassin and Berserker play extremely similar to Hwang and Rock, who did not return from the original Soulcalibur. Lizardman returns, but is only playable in VS Mode.

SoulCalibur II received critical acclaim. Greg Kasavin of GameSpot praised the game *"It's certainly one of the most refined, most accessible, and best-looking 3D fighting games to date, and it's squarely the best game in its class for the Xbox and GameCube."* IGN writer Kaiser Hwang gave the game a positive review, but commented on its similarity to the first game *"And so, while evolution is not always mandatory, sometimes pushing the boundaries can lead to bigger and better things. In the case of Soul Calibur II, contentment will do just fine."*

In the first ever Spike Video Game Awards in 2003, SoulCalibur II won in the category Most Addictive Game. In 2011, Complex ranked it as the 14th best fighting game of all time.

Next Generation ranked it as the 69th highest-selling game launched for the PlayStation 2, Xbox or GameCube between January 2000 and July 2006 in that country. Combined sales of Soulcalibur games released in the 200s reached 2.6 million units in the United States by July 2006. As of 2007, the GameCube version sold about a million copies in the US, and 100,000 in Japan, making it one of the best-selling third-party GameCube games. The PlayStation 2 version received a "Gold" sales award from the ELSPA, indicating sales of at least 200,000 copies in the United Kingdom.

ONE MAN'S CREATION IS ANOTHER'S DEMISE.

The battle begins anew in SOULCALIBUR III when Nightmare returns to a world inhabited by classic and new warriors. Create and play with a character choosing the face, hair, armor and weapons you want in "Character Creation" mode. Employ strategy and classic combat to lead your original character and the team to victory in "Chronicles of the Sword" mode. Experience the world of SOULCALIBUR like never before.

Explore the SOULCALIBUR world in "Chronicles of the Sword" and test your abilities in a real-time simulation.

Battle classic SOULCALIBUR warriors like Mitsurugi or square off against newcomers such as Zasalamel, Setsuka and Tira.

Create your own character and battle other players or legendary SOULCALIBUR warriors.

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Suggestive Themes
Violence
ESRB CONTENT RATING
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PlayStation.2

namco

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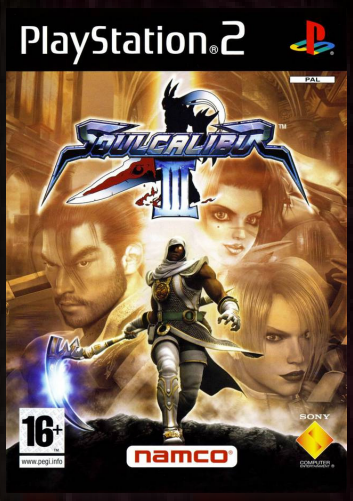
SOULCALIBUR III
soulcalibur3.namco.com

8.6

SoulCalibur III



JNP

Developer	Project Soul
Publisher	Namco
Release date	(us) October 25, 2005
Genre	Fighting
Mode	1-2 Players

Soulcalibur III is the sequel to Soulcalibur II and the fourth installment in the Soulcalibur series. It was originally released exclusively for the PlayStation 2 in 2005, unlike its predecessor Soulcalibur II, which was also released for both the Nintendo GameCube and the Xbox, with a single different guest character featuring in each version. The game takes place shortly after the events of Soulcalibur II, meaning that the year is still 1591.

The game includes new modes such as Tales of Souls, an interactive story-driven mode comparable to Edge Master Mode from Soul Edge; Character Creation, in which players can create custom characters from 13 total occupations, with multiple weapons and fighting styles; and Chronicles of the Sword, a real-time-play mode that allows players to take their created souls through adventures of their own. The game also has the largest character roster — 24 characters playable in Tales of Souls mode and an additional 18 playable in all other modes — and largest battle stage selection in Soul series history.

The Character Creation Mode allows the player to choose from several classes, clothing and armor, and physical features. Most of the classes can use up to five disciplines, three of which are unique, and two of which are “Soul of ...” disciplines: an exact replica of a main story character’s moves. The created fighter’s personality can be altered, which influences their quotes and their actions during battle. However, the personality is chosen by the equipment the character wears, and not directly by the player.

The Soul Arena is a mode that allows both the eight-match Quick Play (the standard Arcade Mode of the game), which is light on story and allows a speedy confrontation with Abyss, as well as the pre-defined Missions which include variations on the standard matches. There is a World Competition mode created to simulate tournament rounds (of either eliminations or Round Robin) against the CPU.

The Tales of Souls mode is presented as a book, narrating the selected character’s story in detail during various chapters. The player can in-

put button combos when an icon appears in the top right-hand corner during cut scene movies. The cut scenes can have different outcomes depending on whether the player successfully inputs the sequence. During movies that precede a battle after the cut scene ends, not inputting the code could result in the player starting the subsequent battle with a disadvantageous effect.

Although the Mortal Kombat, Street Fighter and Dead or Alive series all supported online play, Soulcalibur III does not. The game's producer Hiroaki Yotoriyama said *"At the current time, the online infrastructure is extremely different between countries, and there are people that can not enjoy network gaming. We've decided to concentrate on improving the game's offline content and its characters so that people all over the world will be able to have fun."*

Chronicles of the Sword is a one-player mode. The objective is to make a character using the custom character creation system and play it through a story. It begins with the player starting out as a rookie commander for the Grandall Empire. There are 20 chronicles, or levels, each one getting harder than the last. The basis is the player's troops are minimized and they move like board game pieces. The player must fight the enemies and take their strongholds scattered through the level. When two enemies on the map are fighting, the player could have them slash each other on their own or duel it out Soulcalibur style. Winning the chronicles results in a certain amount of gold, depending on how well the player did. As the characters fight, they gain levels, and become stronger. As the story progresses the player also gain some pre-made characters that can be controlled.

The plot places the player's character in the role of a young cadet of the Grandall Empire, who is chosen to lead the war against its neighboring countries, Halteese and Dalkia. As the player proceeds in their campaign, taking territories and forcing enemy troops back, they start to realize the true meaning of war and the reason they fight, eventually discovering the true enemies of their country. Throughout the chronicles, the player gains rewards. Most characters' ultimate weapons (the weapons with four effects) are obtained throughout the story. The player can also unlock more armor, faces, disciplines, etc. for custom characters.

The main three new warriors in the game are Tira, Zasalamel and Setsuka, all with totally different fighting styles than other series fighters. Nearly all of the warriors previously featured in Soul series titles return, with the exception of Inferno, Necrid, Seong Han-myeong, Edge Master and the console-exclusive Soulcalibur II special guests (Heihachi, Link, and Spawn). Soulcalibur II's mimic character Charade does return in a non-playable form, as do the generic Lizardmen.

Unlockable characters include personnel in the Chronicles of the Sword, opponents from the Tales of Souls mode, and the weapon, armor, and item shop owners. In the Character Creation mode, players can recreate KOS-MOS from the Xenosaga series as well as Taira No Kagekiyo from Genpei Tōma Den and Gilgamesh from The Tower of Druaga.

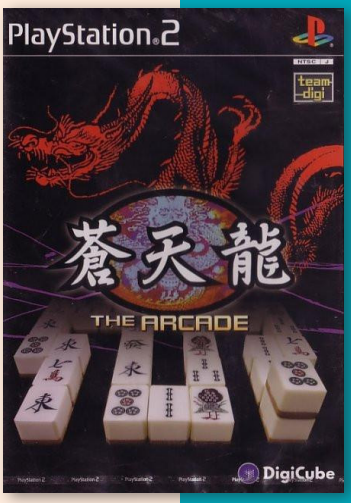
The game has generally positive reviews with an aggregate score of 86/100 on Metacritic. IGN lauded it for its *"stunning environment"* and *"charming characters"* but thought that the game could use more diverse sound effects. GameSpot praised the *"fun, fast-paced gameplay"* but criticized the lack of online play.

Soutenryuu: The Arcade

Developer	DigiCube
Publisher	DigiCube
Release date	(jp) March 27, 2003
Genre	Puzzle
Mode	1-2 Players

Soutenryuu: The Arcade is a puzzle game with mahjong pieces and Shanghai rules. It was published by DigiCube, which was released in Japan in 2003.

The game also feature a two-player mode with split-screen and a variety of configurations, different arrangement, among other settings.



J

Space Rebellion

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) December 8, 2006
Genre	Shooter
Mode	1 Player

Space Rebellion is a fast-paced shooter released for PlayStation 2 only. The game was developed and published by Phoenix Games, which was released in Europe in 2006. A Windows game with the same name was published by Grabituk.com, but it is not related.

The game feature 15 levels with gameplay reminiscent of the After Burner series.

P

6.9

SpinDrive Ping Pong

Developer	Success
Publisher	Success, (eu) Empire Interactive
Release date	(jp) June 24, 2004
Genre	Sports
Mode	1-2 Players

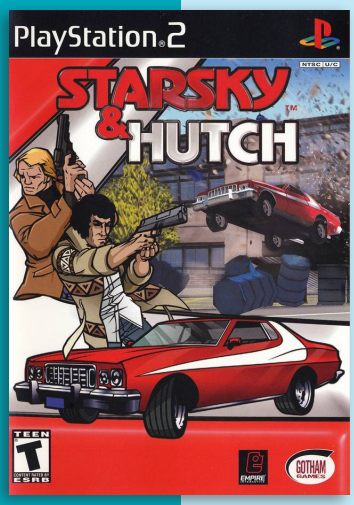
SpinDrive Ping Pong is a 1-on-1 table tennis game. Players have a choice of 10 characters, left or right-handed, coming from different countries. There are 3 skill levels, 5 areas they can play at and 6 rackets to choose from. The game offers three modes: training, exhibition and tournament. It also has a slow motion mode. A charge meter is used to determine the strength of shots.

J P

"mobygames.com"

Starsky & Hutch

6.0



Developer	Minds-Eye Productions
Publisher	Empire Interactive, (us) Gotham Games
Release date	(us) September 9, 2003
Genre	Racing
Mode	1-2 Players

Starsky & Hutch is an arcade racing game based on the popular TV series from the 70s, released to tie in with the film. The game includes 18 missions, each based on an episode of the TV show and introduced by Antonio 'Huggy Bear' Fargas.

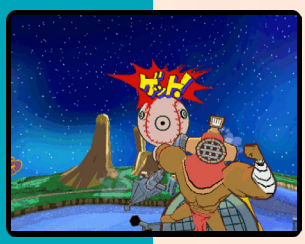
The game features asymmetric multiplayer gameplay, in which one player controls Starsky as he drives the car whilst another controls Hutch as he shoots enemies and obstacles. These can be performed with various steering wheel and light-gun peripherals, such as the Guncon 2. In single player, players can drive as Starsky with shooting either set to free or auto aim.

The game consists of three 'seasons' consisting of several 'episodes'. In each episode, players need to complete objectives, such as chasing down criminals or escorting other vehicles, whilst also keeping Viewer Ratings high.

N P

Space Fishermen

7.0



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Developer	Land Ho!
Publisher	SCEI
Release date	(jp) October 24, 2002
Genre	Action-adventure
Mode	1 Player

Players take the role as one of three space fishermen that go out to hunt for space fish. The player start out in a hub world where they can talk to people, buy stuff, and choose their fishing site. Fishing takes place on small planet-like areas. The player-character rides a hoverboard around the perimeter of the water, and shoots electricity from their rod. When the yellow circles appear players will hook the fish with the circle button. Then reel it in by rotating the right stick while pulling the left stick in the opposite direction of the fish's movement.

Each of the approximately 150 species has a type which determines what kind of lure they like to eat. For example, an "Animal" type fish will go for a "Shell" type lure.

"Obscure Video Games@destructoid.com"

7.1

Space Channel 5

Developer	United Game Artists
Publisher	SCEE, (jp) Sega
Release date	(eu) March 15, 2002
Genre	Music
Mode	1 Player

J P

Space Channel 5 is a music game developed by United Game Artists under the direction of Tetsuya Mizuguchi and published by Sega.

Space Channel 5 takes place five hundred years in the future, where interstellar television stations fight for ratings. Ulala is a new reporter for one such station, Space Channel 5, joining up with them having previously been saved by one of their reporters ten years ago. When a strange alien race known as the Morolians start kidnapping hostages and forcing them to dance, Ulala is sent in to report the news and rescue the hostages with her funky moves. The Morolians aren't the only problem, however, as Ulala must also contend with rival reporter, Pudding, and pirate broadcaster, Jaguar. As Ulala investigates further into this incident, she starts to learn that not everything is as it seems.

The games revolve around players controlling the funky space reporter, Ulala, as she grooves to rescue hostages and stop the enemy. Each level is split up into several parts, revolving around dance-offs or shoot-outs, during which the player must repeat commands spoken by the opponent (Up, Down, Left, Right and Shoot) in time to the rhythm. Dance-offs involve dancing against an opponent, with some routines differing depending on the player's performance, while shoot-outs require players to shoot attacking enemies and rescue hostages. Successful moves increase ratings while making mistakes will lower ratings and cause the player to lose hearts, possibly causing them to lose hostages. If the player loses all their hearts during certain battles, or if the ratings drop too low, the player will have to restart the level. Clearing the game unlocks an alternate story mode with some differences.

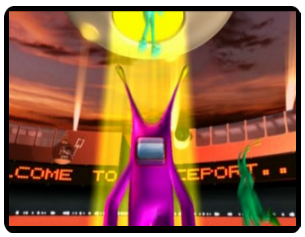
In discussing the study of target demographics, producer Tetsuya Mizuguchi related the story of designing Space Channel 5, which was at first a vague assignment from Sega that asked only that Mizuguchi design a game with a broad enough appeal to draw in even casual female gamers. *"This was the first I'd heard of casual female gamers"*, he said, *"so I didn't really know what to do. I per-*

sonally interviewed a lot of young girls, trying to find out what they like." Women, he says, tend to enjoy puzzle games, while male gamers *"want to be on top, they want to accomplish something and be the champion."* It's difficult, he insists, to create a game that appeals to both males and females on an equal level.

Mizuguchi has also stated that Space Channel 5 was inspired by the dance troupe Stomp. He highly enjoyed the performance, and began thinking why musicals were so much fun, but more importantly *"How can we get this feeling into an interactive process?"*. It was then that Space Channel 5 was born.

Michael Jackson makes a cameo appearance as Space Michael in Space Channel 5, near the end of the game. The May 2007 issue of EGM contains a quote from series creator Tetsuya Mizuguchi concerning what it was like to work with Jackson: *"We were in the middle of production of Space Channel 5, in 1998 or 1999. I got a call from the U.S. from my partner - the executive producer of Space Channel 5 - and he said, 'Oh, Michael wants to act in Space Channel 5.' I said, 'Who's Michael?' 'Who is Michael Jackson?' he said, 'The Michael Jackson - the real Michael Jackson'. My partner had shown him the 60-to-70 percent complete version, when it was almost at the end of the game. We had one month to finalize. But Michael wanted to do something, so we suggested that if he was OK with it, we could program the people in the game to do the Michael Jackson dance when taken over by aliens. He said 'yeah.' We initially had five aliens who danced. One of them became Michael Jackson."*

He had a more prominent role in Space Channel 5: Part 2 where he became the new head of Space Channel 5. In both versions of the game, Jackson speaks in English, which is subtitled into Japanese in the Japanese version.



Space Channel 5 was first released in Japan for the Dreamcast on December 16, 1999. In 2002, Space Channel 5 was ported to the PlayStation 2. A port of the game for the Game Boy Advance, titled Space Channel 5: Ulala's Cosmic Attack, was developed by ART.co and released in June 2003 as part of a deal to make GBA games based on Sega properties.

The game received "favorable" reviews according to Metacritic.

USA Today gave the Dreamcast version all four stars and said it was *"all about fun, and Channel 5 delivers with a song."* Entertainment Weekly gave the same version an A– and said that *"gamers of all ages undoubtedly will want to help Ulala get her groove back — if not get their hands on a pair of those boots."*

In early 2003, Lady Miss Kier, formerly of the band Deee-Lite, initiated a lawsuit against Sega corporation for allegedly stealing her former persona and using it as the basis of a video game character. The lawsuit was based on accusations of copying her look of knee-high boots, short skirts and a pink ponytail, for Sega's Ulala character design.

Lady Miss Kier (real name is Kierin Kirby) claimed that Sega offered to pay her $16,000 to license her name, image and songs for the game, though she rejected their offer. Kirby later learned that the videogame maker went ahead and used her resemblance anyway, and she decided to initiate the lawsuit. She ultimately lost the suit and a later appeal and was liable to pay Sega's legal fees of $608,000 (reduced from $763,000 requested). In 2008, her single "Groove Is in the Heart" was licensed for use in the Sega video game Samba de Amigo for the Nintendo Wii, ironically appearing in a stage featuring Ulala.

Come
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THE PARTY PLACE
THE GROOVE PLACE
THE THIRD PLACE

Space Channel 5 Part 2

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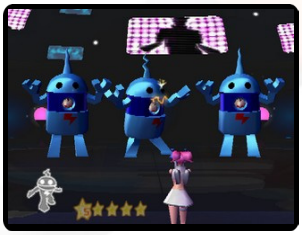


Developer	United Game Artists
Publisher	SCEE, (jp) Sega
Release date	(jp) February 14, 2002
Genre	Music
Mode	1-2 Players

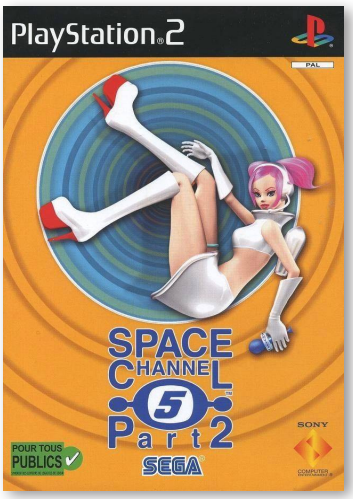
Space Channel 5: Part 2 is the sequel to the rhythm action game Space Channel 5. The game follows Ulala as she faces off against a new group of enemies called the Rhythm Rogues (known as the Odori-dan in Japanese), led by the mysterious Purge and his masked assistant Shadow. The Rhythm Rogues kidnap thousands of innocent people, including Space President Peace, and force them to dance.

Much like the previous game, players take on the role of Ulala as she uses her funky dance moves and shooting skill to fight against the Rhythm Rogues. Players must repeat actions acted out by their opponent in time to the music, using the four directional buttons and two call buttons, 'Chu' and 'Hey'. In this game, 'Hey' is now used to distinguish rescuing hostages from shooting during rescue segments and serves as its own move during dance sections. Also new to this game, certain commands call for the player to hold down a button to do a charged move. For example, when someone says 'Chuuuuu---', players hold down the 'Chu' button. There are also segments where characters play instruments, which is controlled using any of the directional buttons along with 'Chu' and 'Hey'.

Space Channel 5 Part 2 rewards the player for replaying sections by giving bios for every character unlocked. In addition, saving characters allows Ulala to unlock certain hidden costumes.

Elsewhere, there is a 100-stage battle mode, known as Ulala's Dance or Ulala's Dancing Show, in which players have to play 100 consecutive lines, with only one heart. There is also a 2 player mode, where one player controls directions and the other controls actions, and an alternate story mode where characters and costumes are new and dance moves are harder. Other improvements include replacing the rendered backgrounds of the first game with real time environments.

On release, Famitsu magazine scored both the Dreamcast version of the game and the PlayStation 2 version a 35 out of 40.



the Best (jp)

J P

7.9

Space Channel 5: Special Edition

N

Developer	UGA
Publisher	Agetec
Release date	(us) November 18, 2003
Genre	Music, Compilation
Mode	1-2 Players

Although Europe and Japan got separate releases of both games, Space Channel 5 and Space Channel 5 Part 2 were only available on PS2 in the US as part of this compilation. The games is mostly the same as the single releases, but with a few small thing altered from the original versions, and mostly consist of new voice samples.

Springdale: Riding Adventures

Developer	Hidden Entertainment AB, Pixel Tales AB
Publisher	Pan Vision
Release date	(eu) 2010
Genre	Sports
Mode	1 Player

Springdale: Riding Adventures, also known as Springdale: Mitt Ridäventyr and Springdale: Metsämaastoissa, is a game about horses featuring a big open map, quests, getting XP and leveling up the horse, doing activities like racing or trivia solving etc.. The player will have to take care of the horse feeding it and cleaning it up.

"pcsx2.net"

P

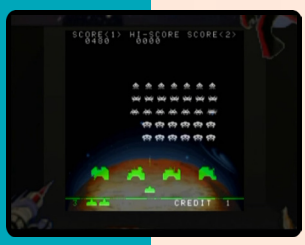
StarTRain: Your Past Makes Your Future

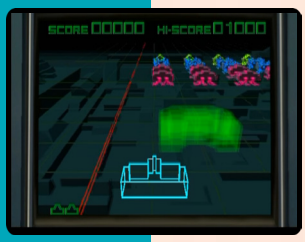
J

Developer	Princess Soft
Publisher	Princess Soft
Release date	(jp) November 29, 2007
Genre	Visual novel
Mode	1 Player

This is a romance adventure. The game start with the player character, who, has a kid, loved watching the starry sky at night while laying down on the soft grass. One day, a girl called Naomi appears as he is watching the skies. Since that day, the two of them watch the stars together every now and then. Over time, he start to like her more than just a friend.

Space Invaders Anniversary





6.5

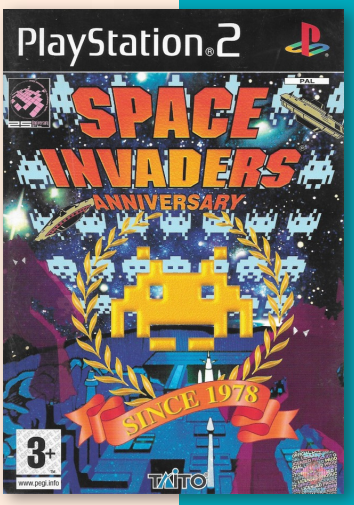
Developer Taito
Publisher Taito, (eu) Empire Interactive
Release date (jp) July 31, 2003
Genre Compilation, Shooter
Mode 1-2 Players

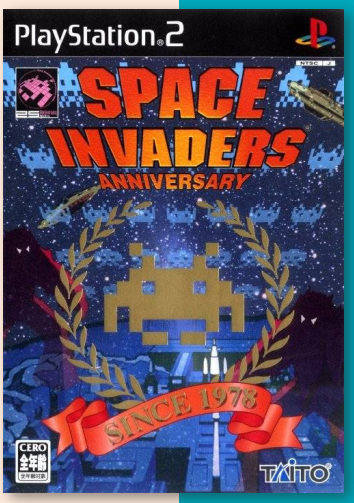
Space Invaders Anniversary is a compilation of Space Invaders titles released by Taito to commemorate the 25th anniversary of the franchise. It was originally released for the Taito G-Net Arcade board, later receiving ports for the PlayStation 2 and PC. It includes three variations of both the original game and Part II, as well as three variations exclusive to this compilation.

Before players start each game, they can adjust the view of which they can play. One view shows the cabinet as it is played as if one are standing in front of the machine itself, while another allows one to play the game in full-screen mode. The sounds of Space Invaders serves as the background music, but this can be changed to music from various Taito games, such as Bubble Bobble, Elevator Action, The Fairyland Story, Darius, and several others. Other options let players choose the number of lives to start off with and adjust the number of points needed to gain extra lives.

Games included are:

• *Space Invaders - monochrome version*: The original, as first appeared in 1978.
• *Space Invaders - color version*: Same version as above, but in color.
• *Space Invaders - cellophane version*: Five strips of cellophane (cyan, green, yellow, blue, red) are placed across the game screen, in an attempt to block out the two black areas.
• *Space Invaders - upright version*: Space Invaders in color, but a background has been added, and contains a planet and some stars.
• *Space Invaders doubles*: Two players can play at the same time.
• *Space Invaders Part II*: The differences between the original and this game is that there are two different flying saucers: one is steadily visible and another blinks.
• *Space Invaders VS*: Two-player game. The object of the game is to kill invaders, so that one can destroy the ship at the top of the screen that belongs to the opponent.
• *Space Invaders 3D*: A 3D version. Flying saucers go across the screen, but also fly directly toward the player.



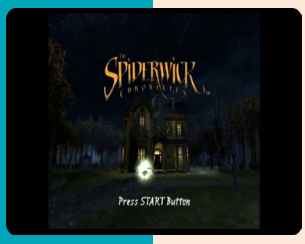


25th Anniversary Bundle (jp)

J P

The Spiderwick Chronicles

6.4



Developer	Stormfront Studios
Publisher	Sierra Entertainment
Release date	(us) February 5, 2008
Genre	Action-adventure
Mode	1-2 Players

The Spiderwick Chronicles is based off of the film by the same name. The player takes control of the Grace siblings, Jared, Simon, and Mallory, each with their own strengths abilities as well as Thimbletack the Brownie who's small size can explore small passages on the Spiderwick mansion.

The gameplay consists of exploring the estate with their characters in a series of quests looking for ordinary items such as hose nozzles, solving puzzles, fighting mythical creatures such as trolls and goblins with novel weapons distinctive to each character such as slingshots, baseball bats, and squirt guns filled with vinegar. The player can also acquire special abilities and replenish health by capturing fairies using a fairy net that are scattered throughout the stages.

"mobygames.com"

Steamboy

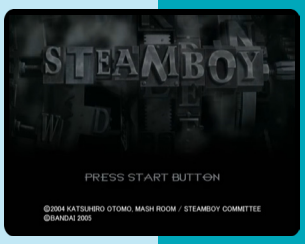
Developer	Sims
Publisher	Bandai
Release date	(jp) June 9, 2005
Genre	Action
Mode	1 Player

Based on the directorial project from Katsuhiro Otomo (of Akira fame), Steamboy is an action game where players take control of thirteen-year-old James Ray Steam who's fleeing those in pursuit of him and the "steam ball" invention that was sent to him by his grandfather.

The game lets players experience the latter half of the movie as well as continue the adventure in an original offshoot storyline, starting at the base of Steam Castle, as Ray attempts to make his way to his father's side. Just as it's the center of the movie's storyline, the steam ball is at the center of the game. Players make use of the steam ball for all sorts of moves, including enemy attacks and a double jump. Collect gears located throughout stages in order to power up the steam ball, adding new capabilities as players progress.

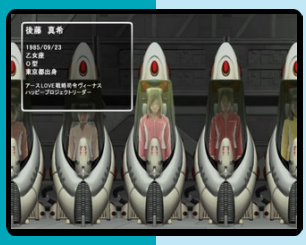
"ign.com"

6.6



Space Venus Starring Morning Musume

5.2



Developer	Sony Music Entertainment Japan
Publisher	Sony Music Entertainment Incorporated
Release date	(jp) January 11, 2001
Genre	Music
Mode	1 Player

Space Venus bills itself not as a game, but as "Music Visual Software". It takes the Japanese pop group Morning Musume and puts them in the role of the crew of a space station, charged with generating Life Oriented Virtual Energy (LOVE). The player chooses an area of the space station, where they'll find different kinds of video experiences.

Some areas simply play standard video clips, either taking place in the fictional space setting or showing behind-the-scenes footage from the making of this game. Some are special 360° panoramic videos where panning and zooming can be controlled with the gamepad.

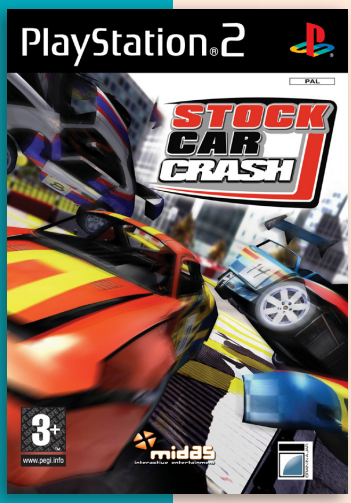
Some sections are more heavily interactive. One section, called simply "Mini-game", allows players to shoot at spaceships flying around the space station. Another section, "Morning Musume TVDJ", reuses the system from Sony's earlier PS2 game TVDJ and allows the player to reedit and add effects to several of the group's music videos in real-time. Failure to time placement of song sections appropriately results in repeating that part of the song before one progresses.

"mobygames.com"

J

Stock Car Crash

6.1



Developer	Brain in a Jar
Publisher	Midas Interactive Entertainment
Release date	(eu) April 28, 2006
Genre	Racing
Mode	1-2 Players

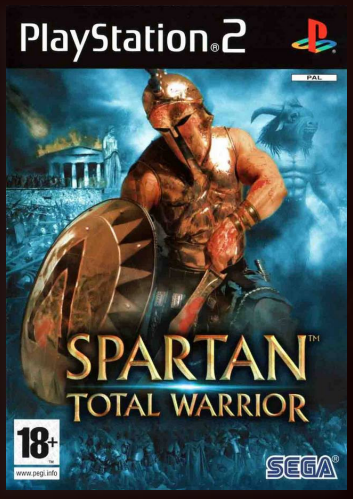
Stock car racing is a racing game. Road hazards include ramps, crossovers and 2-way race traffic.

Game modes include; Single Practice, Race, Crash Weekend and Championship modes. In two players mode, players can compete in Head to Head and Capture the Flag modes

Players can also unlock three car classes, five extra circuits and bonus car liveries.

P

7.4



J N P

Spartan: Total Warrior

Developer	Creative Assembly
Publisher	Sega
Release date	(eu) October 7, 2005
Genre	Action-adventure
Mode	1 Player

Spartan: Total Warrior is a 2005 hack and slash developed by Creative Assembly and published by Sega for PlayStation 2, Xbox and GameCube. Released in Europe and North America in October, it is a spin-off of the Total War series.

The plot revolves around a Spartan warrior, secretly guided by the god Ares, as he fights alongside his Greek allies against the invading Roman Empire. While the Total War series traditionally focuses upon real historical scenarios, the plot of Spartan: Total Warrior is fictional, involving figures from both Greek and Roman mythology, and featuring anachronistic elements. It is also the only installment in the series to have been released for video game consoles rather than PCs or Macs. It was the first Total War game published by Sega, who had purchased Creative Assembly earlier in 2005.

Spartan Total Warrior is a hack and slash game wherein the player is able to use two main types of attack; a simple attack which damages one enemy, and a radial attack which damages multiple enemies. The simple attack is fast and causes more damage; the radial attack is slower, but damages multiple enemies moderately.

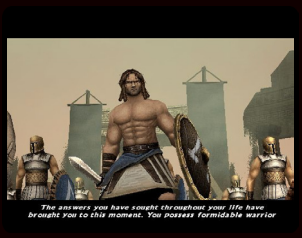
As the player progresses through the game, new weapons are unlocked, each of which comes with its specific advantages. Magic in the game is in the form of "Power of the Gods." When the player's magic tank is full, the player can use single or radial magic attacks, with each weapon having a specific magical power linked to its single and radial attack. Another important feature of the game is when the character lands a certain number of attacks, a rage meter fills, which, when full, can be used to unleash powerful attacks. Again, each weapon has its own specific rage attack, and the player has a choice between an individual rage attack or a radial rage attack. The player also has a bow and arrow, which can fire single arrows or multiple arrows.

Combat tends to focus on large battles with multiple combatants. The player will often take on large numbers of enemies at once, sometimes with AI allies. In the midst of battle, a small flash is placed on an attacking enemy's weapon to indicate the danger of an impending strike. Care must be taken to block incoming attacks in between offensive blows, hence the player must balance offence and defense to avoid taking damage. The player's shield can also be used to shove enemies back. This allows the player to interrupt an enemy's block, or to shove enemies off ledges. Shield attacks are especially important for fighting enemies who themselves have shields, as shield attacks can knock them off balance briefly, leaving them open to attack. When an enemy has been knocked to the ground, the player can perform a one hit finishing move, which differs with each weapon. Using these finishing moves in succession fills the rage bar much quicker than landing successful attacks on standing enemies.

Spartan: Total Warrior grew out of Creative Assembly's desire to do a Total War game on a console. However, the team quickly discovered that because of technical limitations, it was impossible to do a "true" Total War game on a console. In a 2012 interview with Eurogamer, Creative Assembly director Mike Simpson explained *"we couldn't fit a Total War battlefield, with 10,000 guys, into any of the consoles. It just doesn't work. You can't fit a gallon into a pint pot, it doesn't go. That's clearly been the main constraint."* As such, the developers decided instead to do an action game in the tradition of the series; rather than the mass battlefields and real-time tactics gameplay in which the player controls a commanding officer overseeing the army, in Spartan, the player would control a soldier within a smaller battle.

As soon as the development team behind Rugby completed that project, they began work on Spartan. The first task was to create a demo. Designed by project lead Clive Gratton, the demo was created solely in order to determine whether it was possible for a console to handle hundreds of independently acting characters on-screen at once. The demo, which took six months to code, consisted of three-hundred Roman soldiers running over a hill with a castle in the background and the player character in the middle of the group. The demo ran at 60fps and had a draw distance of 750 meters, which was much deeper than Gratton had anticipated.

Once they had determined consoles could handle the game, the team began to work on the concept. They wanted to use aspects of the Roman Empire they had ecountered in their research for Rome: Total War, but hadn't used in the actual game. They then began to speculate as to who would be a good theoretical opponent for the Romans. Gratton was a fan of the mythology that has built up concerning the Battle of Thermopylae, and decided that the Spartans would be the perfect protagonists. This also led the team into the realm of creating an ahistorical narrative, because *"Thermopylae is a historical story which has almost crossed over into myth. Yes, there was an outnumbered battle there which helped save Greece from the Persians, but the details have been lost."* However, creating an ahistorical story was not something the team did lightly. Gratton explains;



"because of the success of the Total War brand, there are legions of fans who adore the historically accurate nature of those games - and we spent an amazing time in order to do that right. But that led to pressure being exerted on Spartan's design. Some people were always going "That's not strictly historically accurate." It was like that, and then the moment you go "I love Ray Harryhausen." At which point everyone goes "I Give Up!" and then the design can go free. As if it's historically accurate, one man isn't going to kill tens of thousands of people by the time you've finished. That's not really a realistic premise for a game. The moment you make that decision that you can have myth and legend in a game, it frees you up to work out how you can do that in terms of gameplay."

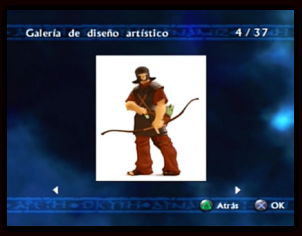
As well as the work of Ray Harryhausen (particularly Jason and the Argonauts), the team also took inspiration from Braveheart and Gladiator.

The technology behind the game relied heavily upon the use of a vector processor in the PlayStation 2 called Vector-unit Zero (VU0). According to Gratton, *"a large chunk of this game is written in hand coded assembly language on the vector units. It's a miracle of technology!"* He also explained that be-

cause the CPUs of both the Xbox and GameCube are so adept, although the game was developed on PlayStation 2 technology, it transferred straight across to the other consoles. Gratton was also keen to point out that no middleware was used at any point during the production of the game, and that the technological innovations were all based upon gameplay decisions; not simply to be innovative for innovation's sake.

Although the game is played on a large scale, the designers were also concerned to make individual combat important. According to Gratton,

"after I'd sorted out the technical demo to make sure it actually could be done, I started researching combat using a sword against people. What makes that cool? I'm into my third person slashers anyway, but I did some serious analysis into making every single hit with a weapon... cool. And satisfying. And giving you a buzz. So I did a lot of work into the collision model - that is, the simplest, most fundamental underlying part of combat. I researched that, so you get a buzz every time you hit or kill someone. That's the core that underlies everything. If it's a duel against one person, even if they're weak, you get to choose. You smash them in the face, then give them a couple of stabs and then they're gone [...] When there's hundreds of people to kill, you tend to use power moves or intermediate rage moves, along with your standards. As the numbers dwindle, you're thinking of conserving your power-moves as there may be some rock-hard bastard around the corner or fifty people about to run out and attack you. But there's loads of fun to be had with standard moves - not just dishing out masses of power moves - and having a fight against people. Even one person is a lot of fun. After you get into combat you see there's a lot of depth there, so if there's one grunt coming towards you, you might move back, so he misses, and you can kill him in one blow. And you get a real pleasure. Or alternately he tries an attack, you drop and roll around the back and slash him to pieces from behind."



Gratton wanted the player to have multiple options at every point of the game;

"we realized early on that we'd need a combat system which would allow the player to come face-to-face with a horde of enemies and have fun killing them. We also wanted fights against smaller numbers and one-on-one fights, and so we needed a very large range of techniques to dispatch enemies. Making a decision about which technique you wanted to achieve on a moment-by-moment basis as the shape of the encounter changed also seemed to be very important. This would require a combat system that gave instantaneous control of the techniques available. Eventually the marketing department would dub this "action and reaction" combat."

However, Gratton was determined to avoid the game becoming a button-masher, where the player could easily win by continually attacking. He also wanted to avoid the use of complex multi-button combos; *"creating a UI which was simple and yet allowed access to a large variety of clearly differentiated moves was a priority."* This is where the idea of radial combat came from; the attack button performs different actions depending on which shoulder button is pressed, thus allowing the player to change their strategy instantaneously in battle, whether using the sword, shield or bow. Gratton says the depth of the combat is based on "finger memory," with the combat system's simplicity being its strongest feature;

"we have two consistent buttons to press for attacks and two modifiers to change your weapon from

the sword: shield or bow. We quickly realized that this system could be applied to all of the attacking moves to create the simple attack UI (two buttons). Modifiers are used to create the depth of moves required. Pick up and play at its best! The skill is not in the ability to select a move - the skill comes from the user deciding what is the best move to use for a given situation."

The game was officially announced at the Game Developers Conference on March 8, 2005, when Sega revealed they had partnered with Creative Assembly to publish a console spin-off of the Total War series. It was revealed the game would be more action orientated than other games in the series, and the player would control a single warrior throughout the entire game, rather than command a legion. The following day, Sega announced they had purchased Creative Assembly as part of their strategy *"to strengthen [their] emphasis on the western market."* Sega also stated

"by acquiring the shares of The Creative Assembly Ltd., Sega Sammy Group will be able to obtain competitive titles and a strong brand in the North American and European markets, in addition to expand product lines and increase sales volumes dramatically. Furthermore, we believe that we will be able to make good use of the development engines produced by The Creative Assembly Ltd. to expand future titles, as well as developing new ventures for next-generation platforms with the team."

Spartan: Total Warrior received "mixed or average reviews" across all systems. GameSpot's Greg Mueller scored the game 7.1 out of 10, calling it *"a basic action game with a heavy dose of button mashing and a little bit of task management."* Finding the combat repetitive, he argued, *"even with the rage moves the combat can get pretty dull after a while."* He was also critical of the graphics, writing *"detail is sometimes sacrificed to achieve that nice frame rate. The character models are blocky, and they don't animate particularly well. Additionally, all the textures are fuzzy and bland."* He concluded, *"Spartan: Total Warrior is a pretty fun, though derivative, action game that should keep you entertained for at least the six or seven hours it takes you to get through the story. With just a bit more effort, Spartan could have been great."*

IGN's Juan Castro scored the game 7.9 out of 10, arguing that *"as exhilarating and action-packed as the game gets, it also gets mind-devastatingly annoying."* He was particularly critical of the targeting camera when using the bow. On the other hand, he called it *"a technically great game. The engine pushes hundreds of units at once while offering a good deal of visual panache. There's little to no slowdown throughout the entire experience, even with explosions rocking the screen and body parts flying every which way."* He concluded *"it does so many things right that it genuinely pains us to see the experience get bogged down by a handful of major annoyances. Creative Assembly crafted a marvelous game engine, too, one that affords spectacular encounters filled with more action, blood and "Holy crap did you see that!?" moments than we'd care to mention. It's therefore unfortunate that the unrefined targeting system, cheap boss battles and generally unhelpful friendly AI make the experience a mixed bag of exhilarating and exasperating moments."*

Eurogamer's Kieron Gillen scored the PlayStation 2 version 8 out of 10, writing *"initially playing it is a shock, immediately having a scope which few PS2 games - hell, few games full stop - manage to match. Opening scenes with you as a soldier among dozens in the defence of Sparta are reminiscent of Call of Duty's Russian scenes. Epic is the word."* He also praised the combat and the controls, feeling the game just about avoided being a button masher. However, he found it too difficult in places, and felt that often, the time between save points was too long. However, he concluded by referring to the game as *"a whole lot of slick, entertaining violence."*

GamesRadar's Brent Goodsmith scored the game 4 out of 5. He felt it was a button masher, arguing that attacking *"is executed via the trusted medium of button bashing. The developers will hate us for saying this, because they've pointed out to us on multiple occasions the non-bashy, all-skillsy nature of Spartan: Total Warrior's combat."* He concluded *"Spartan does things right out of the box that the première hack-and-slash series Dynasty Warriors, about to release its tenth PS2 entry, has yet to achieve."*

Stolen

5.1

Developer	Blue 52
Publisher	Hip Games
Release date	(eu) April 1, 2005
Genre	Action-adventure
Mode	1 Player

Stolen is a stealth game developed by British developer Blue 52 and published by Hip Games for the PlayStation 2, Xbox, and Windows in 2005.

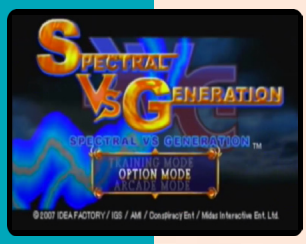
In Stolen, the protagonist Anya has several hi-tech gadgets to assist her in her cat burglar escapades, including night vision goggles and a multi-use dart gun. Because of her personal moral criminal code, Anya has no lethal arms at her disposal and the player cannot kill any of the guards and other enemies she encounters, but can only knock them unconscious for a brief moment. Anya is assisted by the computer expert Louie Palmer, who communicates with her through an earpiece.

The GameSpot review noted the game's *"Prince of Persia-inspired feats,"* but opined *"the only difficult part about Stolen is finding the patience to actually remain hidden when it's easier to just charge through the levels."*

N P

Spectral vs Generation

6.4

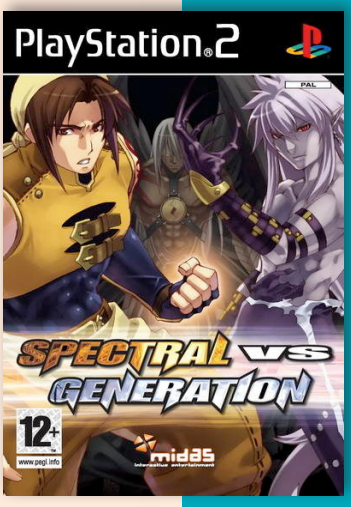


J P

Developer	Idea Factory
Publisher	Idea Factory, (eu, au) Midas Entertainment
Release date	(jp) April 20, 2006
Genre	Fighting
Mode	1-2 Players

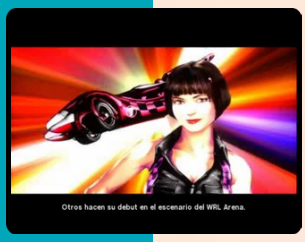
Spectral VS Generation is a 2D versus fighting game in which players take control of one of ten fighters from the Spectral Force series and Generation of Chaos series. The cause for all the fighting is apparently to decide who will claim the powers of the of the fabled Earth temple.

The fighters to choose from are Ice witch Mayura, War gale Weles, Empress of darkness Roze, Northern knight Eril, Sword master Kryce, Aristocrat of Darkness Jado, Holy fist Ryuken, Explosion child Hiro, Wyvern of the East Drochimaru and Holy god earth. Each fighter has their own weapon and fighting techniques which include special attacks and fights are best of three. The game offers an Arcade mode, Training mode and Survival mode for single player as well as an VS mode for multiplayer.

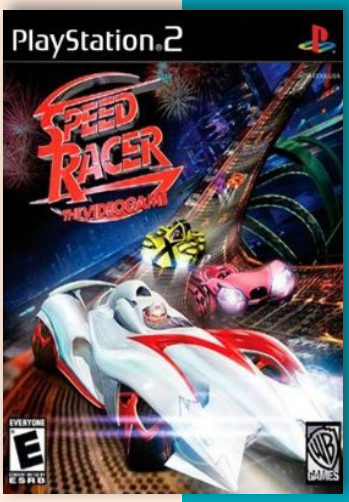


Speed Racer

7.6



Developer	Sidhe Interactive
Publisher	Warner Bros. Interactive Entertainment
Release date	(us) September 16, 2008
Genre	Racing
Mode	1-2 Players



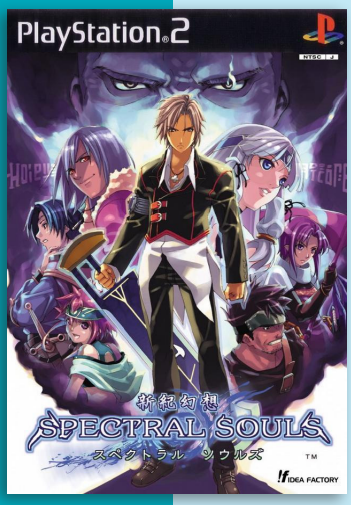
Speed Racer is based on the Wachowski Brothers film of the same name, which is in turn based on a Japanese anime series from the 1960's. The main storyline is based around winning the World Racing League Cup. This video game adaptation focuses on the racing aspect of the film.

There are a total of 25 selectable characters from the film in the game, each with their own unique vehicle. Each character also has a specific rival, whom, should the player destroy or finish the race before, award bonus points. For example, Speed Racer's rival is Jack "Cannonball" Taylor. In certain gameplay modes, players can enter alliances with other racers, who will attempt to interfere with the player's rival. Performing "car-fu" on allies will penalize the player, however. Each character's car has different stats, of which there are 4 in total.

The race tracks feature loops, jumps, corkscrews, and many twists and turns. They all have a high-tech look with bright colors. The game offers split-screen multiplayer in addition to single player races. Drivers can engage in combat during races by employing "car-fu" manoeuvres such as "tail toss", "boost bash", "smack down", "round house", and "torpedo", among others.

Spectral Souls

6.4



Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) October 30, 2003
Genre	Role-playing
Mode	1 Player

Neverland is caught up in a great war between good and evil once again. Now, three young soldiers rise to put an end to the war once and for all. In Spectral Souls, the player will switch between the three opposing kingdoms to play the Royal Demon Kingdom, the Imperial Army, or the Rebel Army. Depending on how players progress through the game with each of the forces, the story of the game will change

7.3

Spectral Force: Radical Elements

Developer	Neverland
Publisher	Idea Factory
Release date	(jp) September 16, 2004
Genre	Role-playing
Mode	1 Player

The fifth installment of the strategy/RPG series from Japan, Spectral Force: Radical Elements tells the story of Orutaded Kingdom. Taking place 400 years before the first Neverland great wars, the game puts players in the role of King Tonaty as he journeys across the world to assist the allied kingdom of Milria in its struggle against the invading Rafarmians. Large-scale and turn-based, the combat system feature battles of up to 2000 soldiers at once, with the ability to upgrade troops, buildings, and technologies for use in future conflicts.

"ign.com"

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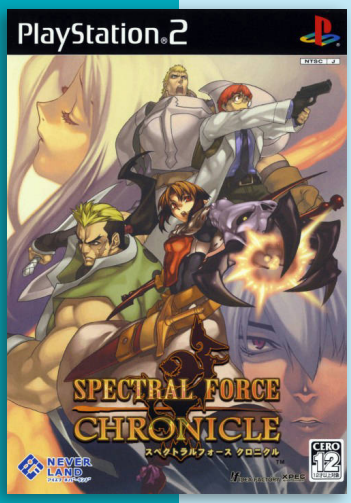
Spectral Force Chronicle



Developer	Xpec
Publisher	Idea Factory
Release date	(jp) April 28, 2005
Genre	Role-playing
Mode	1 Player

6.7

The Spectral Force series takes place in the land of Neverland, where a great fight has erupted between a set of heroes and Janus, the demon king. In Chronicle, players take the role of Janus' daughter and must assemble an army of demons to fight off their enemies.

Battles are turn-based simulation, with players moving about on a 3D map and calling upon super moves in order to defeat opponents. During battle, players make use of ActionPoints; they can continue making moves and attacks until their AP is completely depleted. Between battle, they view event scenes and raise their characters by distributing experience. The storyline branches off based on the decisions players make following battle.

"ign.com"

J

Spectral Gene

7.2

Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) December 13, 2007
Genre	Role-playing, Turn-based strategy
Mode	1 Player

Spectral Gene is an SRPG for the PS2, and is another installment in Idea Factory's Spectral series.

The story is about a mighty demon who has been revived and it's up to a squad of adventurers to force the demon into dormancy once more.

In this game, players can find even more characters to recruit and several new game mechanics compared to the previous installments.

J

Speed Challenge: Jacques Villeneuve's Racing Vision

7.3

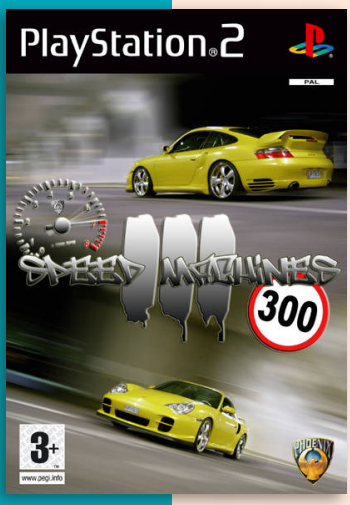
P

Developer	Ubisoft Romania
Publisher	Ubisoft
Release date	(eu) November 22, 2002
Genre	Racing
Mode	1-2 Players

Speed Challenge is a racing game where players are able to race on different tracks using futuristic racing cars shaped like Formula One cars. Features include; Autopilot, Car Auto-Repair, and the Target.

The game is based on Ubi Soft's Revenge Engine which can handle 70,000 polygons per track, allowing car models managing over 60 parameters.

Speed Machines III



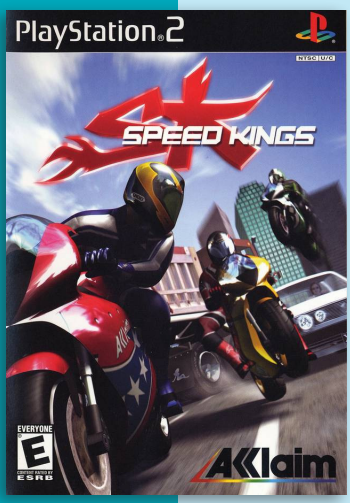
Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) 2006
Genre	Racing
Mode	1-2 Players

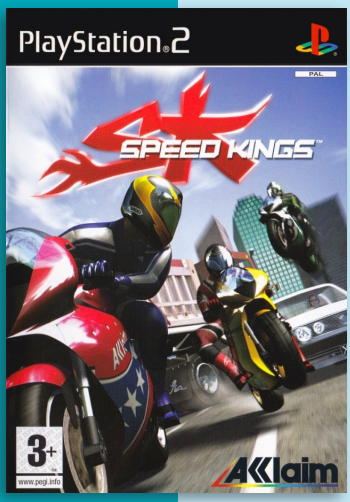
Speed Machines III is a simple top-down racing game, developed and published by Phoenix Games.

Players can choose from different vehicles and different game modes including; Quick Race, Championship and 2 Players. Levels include; Village Monsters, Rally Masters, Jungle Troopers, Steel Heroes, List in Snow, Desert Rally, Seashore Superstars, Castle Labyrinths, Around the Wall and High in the sky.

P

Speed Kings





Developer	Climax Group
Publisher	Acclaim
Release date	(us) May 28, 2003
Genre	Racing
Mode	1-2 Players

Speed Kings is an arcade-style motorcycle racing game. There are three single-player modes and five multiplayer options. There are 22 bikes featured in the game based on real-world bike models. The gear and game equipment is authentic as well and is sponsored by Shoei and Alpinestars. Additionally, it includes hidden features based on rewards that can be unlocked during gameplay.

The game features racing through traffic-filled streets with multiple tricks, stunts, combat, and dangerous speeds. The street environments also feature moving traffic and destructible objects and the game supports a full deformation system, which illustrates real-time damage to the bike.

Speed Kings was met with mixed reception. GameSpot described the game as *"a fairly traditional arcade motorcycle racing game with some unconventional gameplay elements."* They also stated that the visual effects of the game *"looks good"* and the audio *"has a decent array of sound effects and music."* Eurogamer complained that the textures were *"bland and blurry"* and the scenery leaves no *"lasting impression"*. But the bikes and riders are *"suitably detailed"* and *"the crashes look sufficiently bone-shattering."* Eurogamer said it *"isn't a terrible game - it's just that it's so easily ignored."*

6.1

N P

Speedboat GP

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) 2006
Genre	Racing
Mode	1 Player

Speedboat GP is a racing game from Phoenix Games. The game feature bad AI and only two courses. The courses are made into several different tracks by changing things like different skyboxes, track-side scenery, jump locations and bridges, but they're all either the same course going the same way, or mirrored/flipped versions with a re-skin.

"acertainkindofgamer.com"

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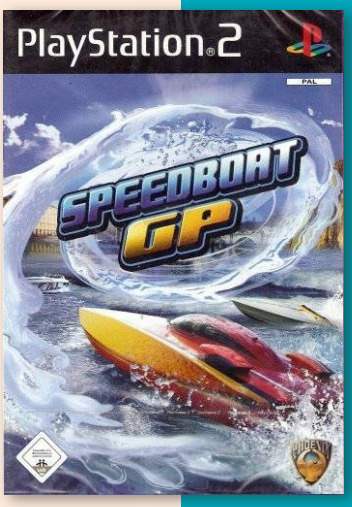
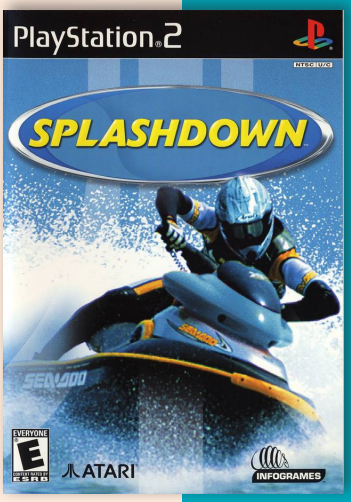


8.4

Splashdown

Developer	Rainbow Studios
Publisher	Atari
Release date	(us) November 5, 2001
Genre	Racing
Mode	1-2 Players



Splashdown is a water racing game developed by Rainbow Studios and published by Infogrames originally for the PlayStation 2 and was later ported to the Xbox. It was released under the Atari brand name.

Most courses take place in lakes and rivers, all modified to include jumps. Certain courses are man-made and built in a stadium, where the player can race one-on-one around a square or oval-shaped track. Tracks take place in different areas of the world, from Florida to Italy.

Each character has a different seadoo, that has it's own unique characteristics, such as handling, speed and acceleration. Each seadoo has been licensed by the SEA-DOO company, so each machine is accurate in its looks and ability.

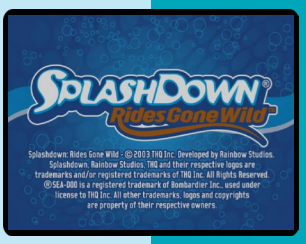
Multiplayer options include a "trick attack" and the standard race.

"mobygames.com"

Splashdown: Rides Gone Wild

8.0

Developer	Rainbow Studios
Publisher	THQ
Release date	(us) August 5, 2003
Genre	Racing
Mode	1-2 Players



Splashdown: Rides Gone Wild is the sequel to the original Splashdown. While still maintaining its racing focus, it differentiates itself from the original by offering levels designed around theme parks, whereas the original featured standard water racing tracks. The thrill ride tracks are dynamic in the game, and progressively change with each lap as the characters drive through them making it much less mechanical and more varied.

The game still features many of the original modes with a more standard set of tracks, such as the career mode which allows players to earn points which can lead to unlockables, such as additional characters or vehicles in the game. Also included are Training, Arcade and Versus modes.

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SPIDER SENSE TINGLING.

Screen shots taken from PC gameplay.

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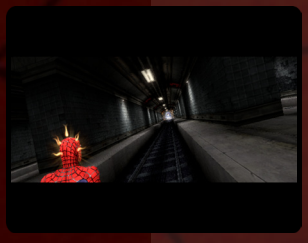
Spider-Man: The Movie

7.6



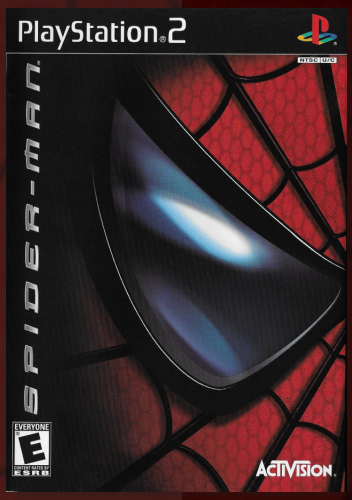
Developer	Treyarch Invention, LLC.
Publisher	Activision, (jp) Capcom
Release date	(us) April 15, 2002
Genre	Action-adventure
Mode	1 Player

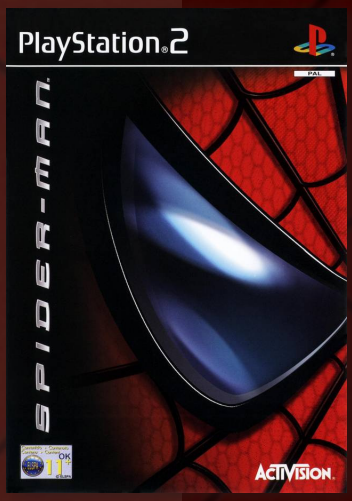
Spider-Man (also known as Spider-Man: The Movie) is a 2002 action-adventure game based upon the Marvel Comics character Spider-Man, and is also loosely based on the film of the same name. The game has many scenes and villains that did not appear in the film. Tobey Maguire and Willem Dafoe were the only actors who reprised their roles from the film.

Like the 2000 Spider-Man game for PlayStation, along with Spider-Man 2: Enter Electro, Spider-Man is a level based beat 'em up video game, with the player as Spider-Man. Half the levels are indoors, but the rest of the levels are outside among the sky-scrapers of New York and require him to web-sling from building to building, however Spider-Man cannot land on the ground, as he will die if he gets too close. Levels are in "sections" with a different enemy for each, each section lasting about 3 levels.

The basic abilities are swinging, zipping, punching and kicking, dodging, web, camera lock, and the Web Mode in Enhanced Mode. Depending on how the player combines different buttons, it makes different effects. Wall-crawling is automatic, and players are also able to lift up heavy and light objects such as cars and chairs. There are 21 different combat combos which Gold Spiders are used to gain these combos, with 4 web controls, each having a type of "upgrade" to each. There is also "stealth mode", where Spider-Man is in shadow, and therefore is undetectable by enemies. This is necessary to gain extra points in the game. While the game is primarily in third-person, a cheat code allows players to switch to first-person view.

After completing the story mode of the game on at least hero difficulty, an unlockable bonus allows the player to play any level in the game as Harry Osborn in his father's Green Goblin costume, complete with his glider and arsenal, following an alternate timeline with Harry fighting an "alternate goblin" who claims to have been hired by Norman Osborn, adding a slightly new feel to the story, although the player plays exactly the same levels as they would with Spider-Man.

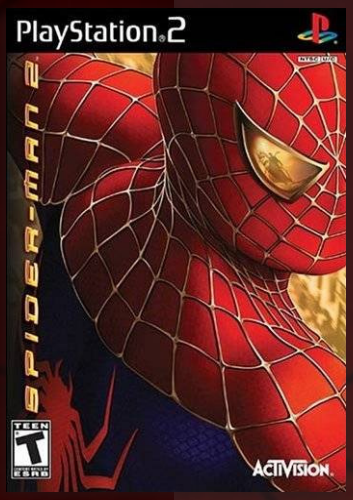




J N P

8.0

Spider-Man 2



JNP

Developer	Treyarch Invention, LLC.
Publisher	Activision, (jp) Taito Corporation
Release date	(eu) July 9, 2004
Genre	Action-adventure
Mode	1 Player

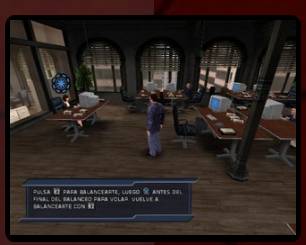
Spider-Man 2 is a 2004 open world action-adventure game based on the film of the same name, and also incorporating additional material from the comic books. The game takes place two years following the events of the first game. Spider-Man is trying to balance his civilian and superhero life, frequently late or absent for school, work, and leisure time with his friends.

The game allow the player to freely roam around Manhattan, Roosevelt, Ellis, and Liberty Islands. The game was also innovative in that physics-based algorithms simulated Spider-Man's web swinging in three dimensions, creating a new game mechanic unlike the traditional jumping or flying of previous Spider-Man games.

While street thugs only have handguns, machine guns, crowbars and their fists to protect them, the super-villains and their minions have their various unique powers and weapons that they use to either steal, cause terror or defeat Spider-Man. At the end of the game, it becomes possible to unlock a warehouse in which the player can again fight thugs and villains such as Shocker, Rhino, Mysterio, Doctor Octopus, and an additional boss, Calypso, who is not found elsewhere in the game.

The player has the ability to choose either to go on with the storyline or swing around the city. The player can explore Manhattan, Roosevelt Island, Ellis Island, Liberty Island, and a mysterious label on the map over the water claiming "Governors Island" with many sidequests for the player to complete. The player can do random tasks to earn "hero points," which must be accumulated to continue with the story.

The game were well received. Critics noted that the realistic and life-sized Manhattan, the large variety of crimes and emergencies to stop, and the game's vivid use of Spider-Man's abilities all combined to make the player really feel like Spider-Man. The most popular aspect of the game was the web-swinging mechanic, where Spider-Man had to shoot webbing at an actual building, unlike previous games where he shot webbing up into the sky.



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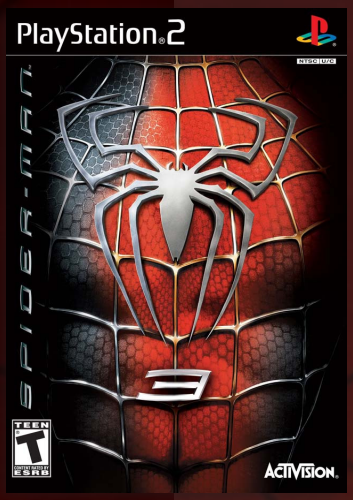
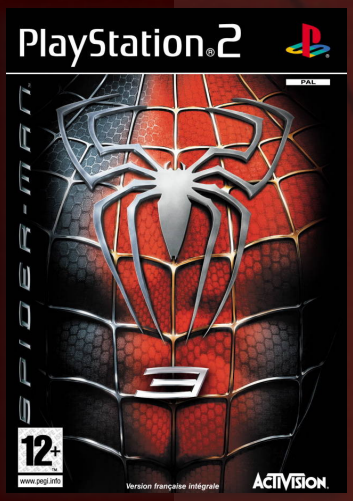
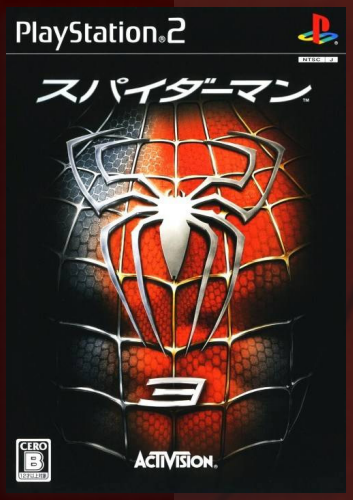
5.0

Spider-Man 3







JNP

Developer	Vicarious Visions
Publisher	Activision
Release date	(us) May 4, 2007
Genre	Action-adventure
Mode	1 Player

Spider-Man 3 is a 2007 open world action-adventure video game loosely based on the film of the same name and released for Game Boy Advance, Windows, Nintendo DS, PS2, Wii, Xbox 360, PSP and PS3.

The game's plot expands on the film by including additional characters and elements from the Spider-Man comic books and the Marvel Universe. Depending on the platform, different villains from the comics are featured, but all versions of the game feature the film's 3 main antagonists: New Goblin, Sandman and Venom.

The PS2, Wii and PSP versions differ from the other versions which was developed by Treyarch. Most notably the recycled cutscenes and similar story missions, as well as the open-world hub and challenges.

The game style is similar to Spider-Man 2 in which the player is free to explore a large scale version of New York City in a "Sandbox" style, this time in a larger city that allows for exploration of the subway and sewer systems. The game also allows for players to adventure in storylines not explored in the third film, such as facing familiar Spider-Man villains like Kraven, the Lizard, Scorpion, Rhino and the Kingpin, or breaking up various gang factions.

One of the main focal points of the new game is the inclusion of Spider-Man's black symbiote costume. When wearing the traditional red and blue costume, Spider-Man is more fast and is more accepted by the public. When wearing the black costume, Spider-Man becomes stronger and more aggressive.

The game also includes "cineractives" - cinematic scenes that allow for participation via button presses or controller movements.

This version also has the inclusion of Morbius and Shriek as bosses to fight against. The black costume is an interchangeable accessory after a certain point in the game, but can threaten to overwhelm Peter if worn too long.

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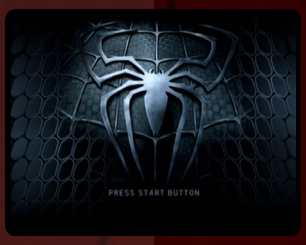


Spider-Man: Friend or Foe

6.2

Developer	Next Level Games
Publisher	Activision
Release date	(us) October 2, 2007
Genre	Action
Mode	1-2 Players

Spider-Man: Friend or Foe is a 2007 action game based on Sam Raimi's Spider-Man trilogy. According to the company report, Spider-Man: Friend or Foe is a unique take on the media franchise. Based on the films Spider-Man, Spider-Man 2, and Spider-Man 3, this action game reinterprets big-screen moments and battles with a humorous twist. Players team up with famous heroes from the Marvel Comics universe to combat villains and then convert them to sidekicks after defeating them in epic boss battles. The game includes a co-op multiplayer mode, as Spider-Man or a sidekick, in locations around the globe, including Tokyo, Egypt, and Nepal.

N P

Spider-Man: Web of Shadows

6.9

N P

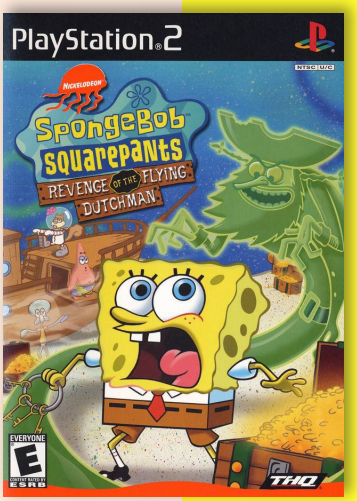
Developer	Shaba Games
Publisher	Activision
Release date	(us) October 21, 2008
Genre	Action-adventure
Mode	1 Player

Spider-Man: Web of Shadows - Amazing Allies Edition is a 2D side-scroller with 3D graphics. The story is similar to the seventh-generation console versions. A break-off piece of Venom's symbiote begin infecting New Yorkers and it is up to Spider-Man to save the city. He can switch between the back and red suits at any time, which each have their own move set and abilities.

As Spider-Man defeats enemies, he is given skill points which can be used to purchased boosted stats and new moves. These are separate for each costume. In general, red focuses on agility and black on brutality. In order to purchase moves players must have not only the necessary points, but sufficient reputation. Throughout the game, he have conversations with other characters where he are given red, black or neutral choices. Answering red or black will build that suit's reputation, as will various other actions throughout the game.

4.0

SpongeBob SquarePants: Revenge of the Flying Dutchman



Developer	Big Sky Software
Publisher	THQ
Release date	(us) November 21, 2002
Genre	Action-platformer
Mode	1 Player

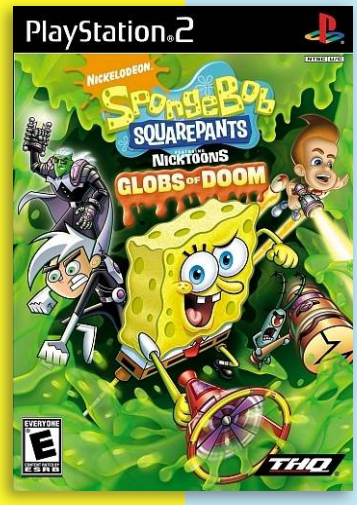
Revenge of the Flying Dutchman is a video game based on the animated series SpongeBob SquarePants. It was the last game to be developed by BigSky Interactive, Inc. In the game, SpongeBob have to find the Dutchman´s treasure, before Gary the snail will have to go to sea on the Dutchman´s ship.

Players control SpongeBob where they collect items, treasure, new outfits, among other things. SpongeBob will travel to places like the Krusty Krab and Bikini Bottom. His friends Patrick, Squidward, and Sandy will help him on the way.

N P

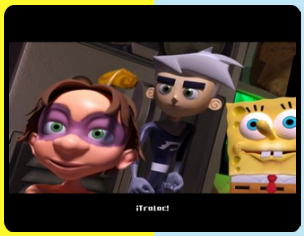
SpongeBob SquarePants featuring Nicktoons: Globs of Doom

3.8



Developer	Incinerator Games
Publisher	THQ
Release date	(us) October 20, 2008
Genre	Action-adventure
Mode	1-2 Players

Globs of Doom allows players to play one of 10 heroes or villains from Nickelodeon shows including SpongeBob SquarePants, Plankton, Tak, Traloc, Jimmy Neutron, Beautiful Gorgeous, Danny Phantom, Technus, Invader Zim, and Dib. Each character uses a special gadget to defeat the evil Morphoids.



This title can best be described as a 3D action-adventure game. Players progress linearly through levels, traveling to locations such as Bikini Bottom, Amity Park, and Pupununu. Weapons and abilities can be upgraded by spending coins collected throughout the different worlds.

You can play single player or a second player can join at any point in the game for a co-op experience. In a two-player game, players can combine their powers to perform a powerful combo attack.

N P

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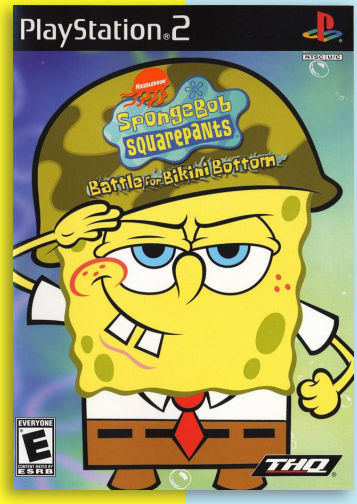
SpongeBob SquarePants: Battle for Bikini Bottom

7.1



Developer	Heavy Iron Studios
Publisher	THQ
Release date	(us) October 31, 2003
Genre	Action-adventure
Mode	1 Player

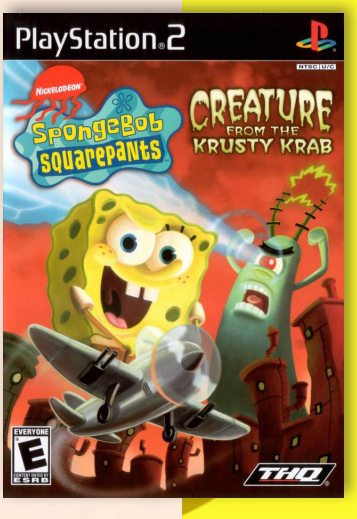
In this game, players control SpongeBob, Patrick and Sandy through 30+ levels of platform gameplay. Core gameplay involves collecting items, such as Golden Spatulas, Shiny Objects, and Lost Socks, and defeating the robots which have attacked various areas in Bikini Bottom, whilst crossing platforms and avoiding environmental hazards like spikes and flames. Some areas require different characters to beat, as each character has their own unique abilities. The player can control SpongeBob, Patrick, and Sandy. Switching characters require the player to find a Bus Stop. Upon using said Bus Stop, the current character will switch to another, and using it again will switch back to the previous character, giving the player an option of two characters in each level.

N P

SpongeBob SquarePants: Creature from the Krusty Krab

5.6

J N P



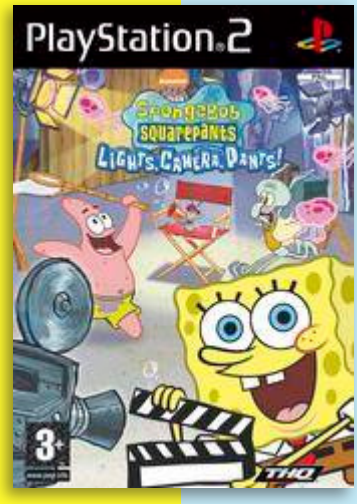
Developer	Blitz Games
Publisher	THQ
Release date	(us) October 16, 2006
Genre	Action-adventure
Mode	1 Player

Creature from the Krusty Krab stars the title character, his best friend Patrick Star, and their enemy Plankton as they journey to nine different worlds, supposedly, inside the dreams of the characters.

Four different types of gameplay have been incorporated into the game, known as flying, rampaging, racing, and platforming. During flying sections, the game sets obstacles, one in front of another, and the player must maneuver past them. In rampage levels, the player controls a giant sized Plankton and uses special powers and moves to destroy everything in their path.Racing gameplay is similar to most racing games. The platforming gameplay is spread throughout the game, such as when Plankton must escape from a live Krabby Patty.

5.9

SpongeBob SquarePants: Lights, Camera, Pants!



N P

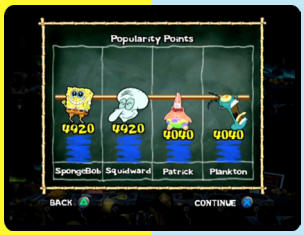
Developer	THQ Australia
Publisher	THQ
Release date	(us) October 21, 2005
Genre	Party
Mode	1-4 Players

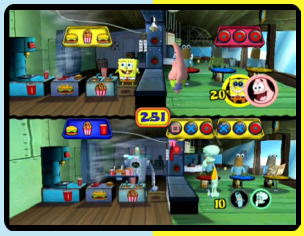
SpongeBob SquarePants: Lights, Camera, Pants! is the first SpongeBob SquarePants title to feature multiplayer mini-games, similar to the Mario Party video game series.

In the game, the city of Bikini Bottom is producing an anniversary show of The New Adventures of Mermaid Man & Barnacle Boy in which the titular SpongeBob wishes to play as the starring role. SpongeBob must compete with the other characters in the series – including Patrick Star, Sandy Cheeks, Squidward Tentacles, Mr. Krabs, and Sheldon J. Plankton – in order to impress the talent scouts and land the lead role of the villain.

The game includes 30 unique minigames (referred to as "auditions") that have different play style and objectives, though the common goal is to get the highest points. Each minigame is based on an area or location in Bikini Bottom. Every location has three minigames with it. There are a total of 8 locations for a total of 24 minigames that are played through story mode. The other six are optional unlockables. Examples of the minigames include a driving test, whose goal is to finish the first through three driving courses; a jailbreak, whose goal is to free as many prison inmates as possible without getting caught; and a rhythm minigame, whose goal is to match the short and long musical notes that travel toward a marker. There are two types of minigames: the free-for-all type, where the player competes against the three other characters, and the 2 vs. 2 type, where the player teams up with the first computer-controlled character that the player chooses (or the second player) against the other two computer-controlled characters.

The game also includes Tournament mode, in which four players can compete in a tournament of up to five auditions. Also included is Single Audition, in which four players can compete in a single audition/minigame. Any minigame that has been unlocked can be played in either mode.





7.5

The SpongeBob SquarePants Movie

N P

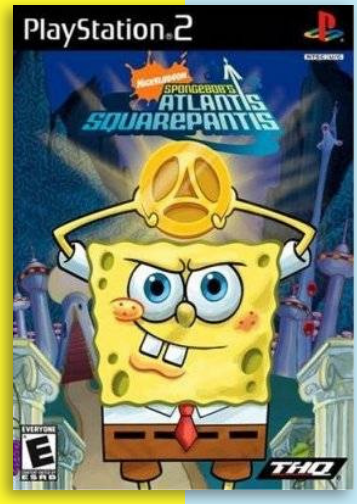
Developer	Heavy Iron Studios
Publisher	THQ, (us) SCEA
Release date	(us) October 27, 2004
Genre	Platform-adventure
Mode	1 Player

The SpongeBob SquarePants Movie is based on the animation movie of the same name. The plot of the video game is very similar to the film. King Neptune's crown has been stolen by Plankton and SpongeBob and Patrick must retrieve it from where Plankton sold it to.

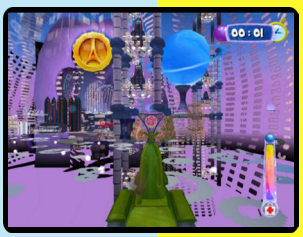
The gameplay (and some graphics such as SpongeBob and Patrick's model as well as text font) is similar to that from the previous game, Battle for Bikini Bottom. There are 18 levels in the game that loosely follow the storyline of the film. Each level contains its main component and side tasks. Gameplay mostly consist of platforming, with different mini-games, like; Sonic Wave Guitar, Spongeball, Floating Block Challenge, Driving, Combat Arena Challenges and Sliding.

SpongeBob's Atlantis SquarePantis

5.3



Developer	THQ
Publisher	THQ, (us) SCEA
Release date	(us) October 23, 2007
Genre	Action-adventure
Mode	1-2 Players



N P

The game starts with SpongeBob and the gang trying to escape Atlantis when they encounter Plankton in his newly acquired Atlantean tank. The game continues with players taking control of the characters and letting them play through the events preceding this moment.

The main characters (SpongeBob, Patrick, Sandy, Squidward, Mr. Krabs, and Plankton) have different abilities, most often, these abilities are related to them in one way or another. SpongeBob can use his spatula to flip things open. Patrick can lift other characters and throw them over to another platform. Squidward, uses the tentacles on his feet to run across moving carpets. Mr. Krabs uses his pockets to clear a path. Sandy uses her lasso to get over the gaps. Plankton can only be played as in certain missions.

5.9

Strawberry Shortcake: The Sweet Dreams Game

Developer	Eko System
Publisher	The Game Factory
Release date	(eu) October 20, 2006
Genre	Action
Mode	1 Player

Players take the role of Strawberry Shortcake, who is dreaming of a would full of friendship, love and strawberries. But when a greedy baker plans to steal all their crops, she and her friends journey to the Land of Dreams in order to turn back the tide.

Just like most platforming games, players jump, collect seeds, and explore their way throughout various levels. There are also some minigames.

In later levels players will be given access to various dream powers allowing the player to spawn platforms or zap enemies at the cost of points, which can be recharged.

The game also includes extras such as recipes for various desserts, as well as extra playable characters and a virtual farm mode which allows players to grow various plants.

N P

Sprint Car Challenge

Developer	Brain in a Jar
Publisher	Liquid Games
Release date	(eu) August 16, 2005
Genre	Racing
Mode	1-2 Players

In Sprint Car Challenge, players drive light weight cars around short dirt tracks in three game modes: test drive, race and challenge. In test drive players can practice with each available car and track in the game, without any limits of how long they can play. In race mode they will race against seven other drivers. The challenge mode works like race mode, but the player in last place for each lap is eliminated and it ends when just one player remains.

At the start of the game players will only have a sprint car, but as they perform well in races, they'll unlock two other cars, the sand rail and the 4x4 rallycat, as well as new tracks. Some actions during races, like crashing or skidding, will give extra points.

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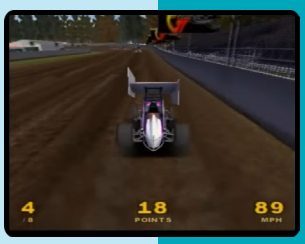
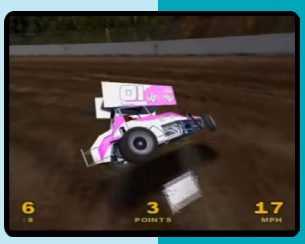
5.3





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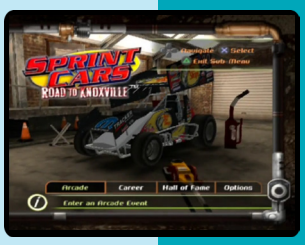
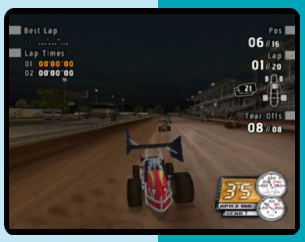
Sprint Cars: Road to Knoxville

5.6





Developer	Big Ant Studios
Publisher	THQ
Release date	(us) July 26, 2006
Genre	Racing
Mode	1-2 Players

Sprint Cars: Road to Knoxville is a racing game featuring Sprint Car tracks, and a choice of vehicles such as Open-Wheeled Modifieds, Midgets, and Winged Sprint Cars. Players can choose from different modes of play, including single player modes such as Single Race (race a single track), Practice, Championship (race against other opponents in a series of events), or Multiplayer mode.

Players can also take on Career Mode. In this mode, they take the role of a racing team owner, managing their team by purchasing new and better cars, and hiring drivers of their choice. In this mode, the goal is not only to perform well in races, but to also earn money to upgrade the cars, or purchase new ones. Players can earn money through various sponsors that will give them money in exchange for having their logo on the car.

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Sprint Cars 2: Showdown at Eldora

3.2

Developer	Big Ant Studios
Publisher	THQ
Release date	(us) March 11, 2008
Genre	Racing
Mode	1-2 Players

The sequel to Sprint Cars: Road to Knoxville is a dirt track racing game featuring a variety of vehicles including Wingless Sprint, Rally, Pro Stock and Late Models. The sequel is based squarely on the original, but adds new vehicles, tracks, and a Tractor Pull mini-game. The tracks including Knoxville, William's Grove and the game's namesake Eldora and unlike the original, it is exclusive to the PlayStation 2.

In the Career Mode players buy cars, hire drivers, manage parts and scout for sponsors. Winning races (especially accuracy challenges) unlocks new tracks and earn grades. The Time Trial and Tractor Pull modes have an online leaderboard on the game's official website.

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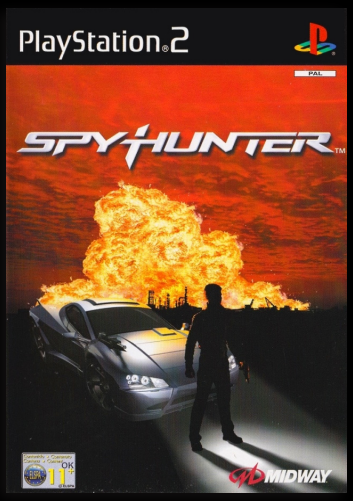
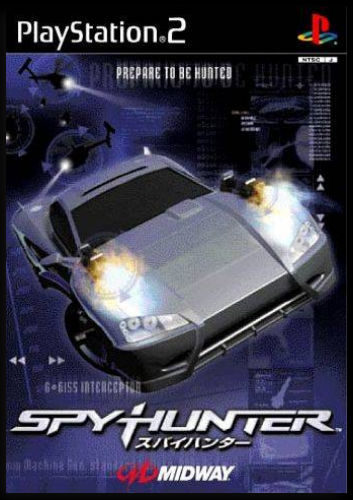
8.4





JNP

Spy Hunter

Developer	Paradigm Entertainment
Publisher	Midway
Release date	(us) September 24, 2001
Genre	Action, Racing
Mode	1-2 Players

SpyHunter is an enhanced remake and sequel of the 1983 arcade game for the PS2, GameCube, Xbox, Game Boy Advance, Windows, OS X, and Tapwave Zodiac. In the original Spy Hunter, a popular arcade game, the player drives a souped-up spy car with Bond fittings. While the original was viewed from high above, Midway revamped it with next generation graphics and a behind the car view.

The plot deals with Alec Sects, a F-15 pilot who was trained by the FBI, as he tries to take down Nostra, an Israeli-based international company that produces food products, bio-chemicals, genetics, e-commerce and children's software.

The game features variations of the Peter Gunn (an American private eye television series) theme throughout the game, including menu screens and the main levels, as well as a variation with lyrics called "The Spy Hunter Theme" by Saliva. Each mission, of which there are fourteen, has one primary objective and a number of secondary objectives. There is a range of objectives, though the gameplay is similar on every level: the player must drive along shooting enemy vehicles, avoiding civilians and destroying set targets. Every mission must be completed within a time limit. Objectives are generally to destroy things like enemy weapons, equipment and communications towers, to avoid civilian casualties, to tag things with tracking devices and so on, although some objectives that are a little different include escaping from a warehouse using a trabant within a tight time limit, escorting and protecting allied vehicles and even chasing and destroying a stolen Interceptor vehicle.

The car features the same weapons as the original arcade game, although only the machine guns, and oil slick are available at first; the smoke screen and missiles are acquired later (in this game, there are two types of missiles: unguided rockets and guided missiles). New weapons include tracking devices (not really a weapon) and a flamethrower, rail gun, EMP launcher, IR scanner. Larger 20mm guns, then 40mm guns are unlocked as well. The weapons van also returns

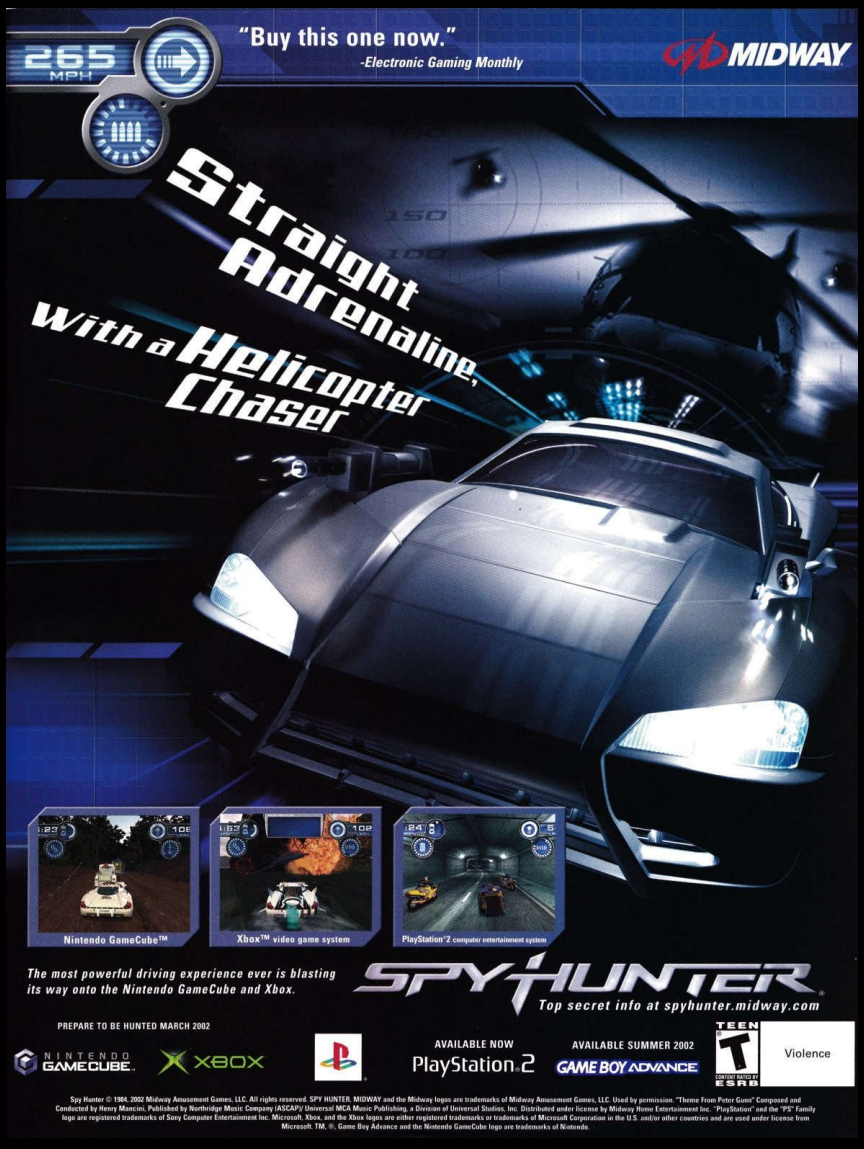
in this game, and features some of the same enemies, including "Switch Blade" Plymouth Prowler, and the "Road Lord" Mack Superliner The Interceptor has three modes: car, boat and motorcycle (the third mode is new to this game), the latter mode appearing when the Interceptor's energy (in car or boat mode) is critically low.

The game also features a two-player mode, where the player and a friend can race through any of the 14 missions after completing them in single player mode. Some are straight races, while others require the players to kill chickens or drive through icons along the way. The players can also destroy each other, after which they "respawn".

By July 2006, the PlayStation 2 version of SpyHunter had sold 900,000 copies and earned $29 million in the United States. Next Generation ranked it as the 64th highest-selling game launched for the PlayStation 2, Xbox or GameCube between January 2000 and July 2006 in that country. Combined console sales of SpyHunter games released in the 2000s reached 1.4 million units in the United States by July 2006.

The PlayStation 2 version received "favorable" reviews, while the rest of the console versions received "mixed or average reviews", according to Metacritic.

In Japan, Famitsu gave the PS2 version a score of 31 out of 40. GameSpot's Ryan Davis praised the same version as *"a solid reinterpretation of a video game classic that adds its own unique elements to the franchise without forsaking what made Spy Hunter what it was."* However, he later panned the PC port as *"a very modest arcade driving game that's simply not worth playing [...] Graphics and the gameplay have been compromised too much in the transition. The end result is a game with shoddy controls that looks more dated than the source material."* Avery Score of the same website gave the Zodiac version 8.8 out of 10, saying that it *"falls short of perfection, but is one of the best games in recent memory and a blast to play alone or with friends."* GameZone also gave the Zodiac version nine out of ten, saying that it was *"not just a must-buy for those who have a Zodiac, it's also a reason to buy a Zodiac."*



Spy Hunter 2

Developer	Angel Studios
Publisher	Midway
Release date	(us) November 20, 2003
Genre	Action, Racing
Mode	1-2 Players

SpyHunter 2 is the sequel to the 2001 remake of the 1983 game Spy Hunter and was released for for PlayStation 2 and Xbox.

The player takes off his 1st mission in Russia, right where the last level left off from leaving Petra, Jordan and the NOSTRA organization completely decimated initializing a sequel from the 2001 remake; he begins his cooperation with Agent Duvelle. Traveling in various locations all around the planet including the United States, Asia, Swiss Alps, Switzerland, and Antarctica.

The weapons van is brought back again and equipped this time with an automatic turret / machine gun being that the player can utilize in extreme vehicular combat resolutions. The newly acquired Interceptor SpyHunter vehicle can enter off-road mode and transform itself into a jet-ski, a snow-mobile, a motor-tricycle, and a speedboat.

The player can also choose from an arsenal of weapons inspired by James Bond 007 and Mission Impossible. The various armament includes Mines, Smoke Screen, Oil Slick, Machine Guns, Rockets, Missiles, Lasers and Cannons.

The game received “mixed” reviews on both platforms according to Metacritic.

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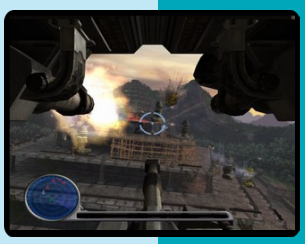
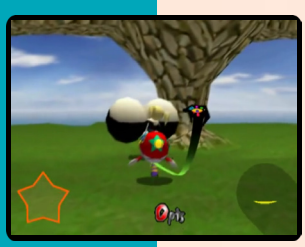


N P

Stretch Panic

6.5



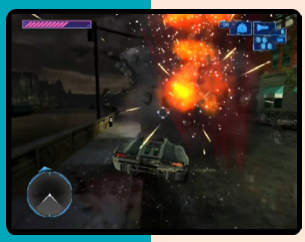
J N P

Developer	Treasure
Publisher	Swing! Deutschland, Midas, (us) Conspiracy Entertainment, (jp) Kadokawa
Release date	(us) August 28, 2001
Genre	Action-adventure
Mode	1 Player

Stretch Panic is a game consisting exclusively of boss monsters. Players control a girl with a demonically possessed scarf on a mission to exorcise her twelve demonically possessed sisters. In order to be allowed to unlock magic doors behind which she find the demons to fight, she need to collect points by grabbing the behinds of extremely big ladies. Practically everything in this game can be grabbed and twisted.

Spy Hunter: Nowhere to Run

5.1



Developer	Terminal Reality
Publisher	Midway
Release date	(us) September 5, 2006
Genre	Action, Racing
Mode	1 Player

SpyHunter: Nowhere to Run is an action racing game developed by Terminal Reality and published by Midway Games released for PlayStation 2 and Xbox in 2006, and for PC in 2009. It is the first installment in the Spy Hunter series to allow the player to play as the character and not only the vehicle. Nowhere to Run was intended to be a tie-in to a movie by the same name. The film got stuck in development hell and the game was released as a stand-alone.

The game stars Dwayne Johnson as government agent Alex Decker, who replaces Alec Sects, the "SpyHunter" who was to have been the main character of the movie. Johnson is no longer affiliated with the movie project.

As in other games in the Spy Hunter series the player pilots the high tech Interceptor, a vehicle heavily equipped with lethal weapons that can also transform into a different vehicle type (i.e. from a car to a boat to a motorcycle) used to fight enemies of a evil nature with similarly equipped vehicles but with less armor than the Interceptor.

The game received "mixed" reviews according to Metacritic. It was praised for its script and acting, but highly criticized for its lack of power ups and uninspiring game play when outside a vehicle.

The Times gave the PlayStation 2 version a score of three stars out of five and said that with The Rock in the game, *"Midway has got carried away with the cinematic feel of the venture at the expense of gameplay. This is a shame, because in between the fancy film work, a very good game breaks out."*

Spy vs. Spy

3.8

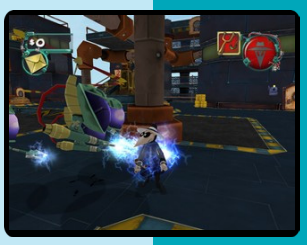
Developer	Vicious Cycle
Publisher	Global Star Software
Release date	(eu) April 29, 2005
Genre	Action
Mode	1-2 (4) Players

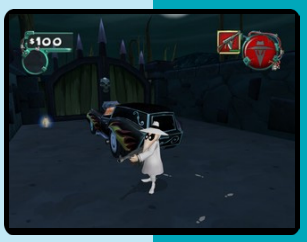
Spy vs. Spy is based on the MAD magazine's titular comic strip. The game features the two spies ("Black" and "White") in a unique story mode, plus two other game modes ("Modern" and "Classic"), and a multiplayer mode for up to 4 players. A GameCube version was planned, but it was cancelled.

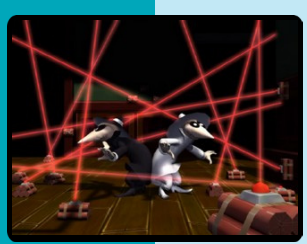
In this single-player mode, the player is able to choose between Black Spy or White Spy to complete a variety of missions filled with puzzles and a cast of enemies, including the enemy spy, all of which are AI-controlled. The story has been developed to be like an extended episode of the 1960s cartoon with a modern twist. The choice of spy does not matter – the player will still receive the same weapons and gadgets on either campaign. Likewise also, there are the same missions each way.

The Modern/Classic mode can be played in Single player or Multiplayer. The aim of these modes is to collect 4 artifacts from safes around the map (and a Briefcase in Classic mode to carry all of the items) before the other spy, and then escaping in either the elevator or (in Modern mode) some unusual getaway vehicle. The winner is the player who collects all 4 artifacts from the map and then escapes. This rule applies in both Modern and Classic modes - the only difference is that the 8 Modern maps are all unique and different, but the Classic maps are more like the 1960s cartoon and the original game. The 8 Modern modes are: The Mansion, The Kooky Carnival, The Robot Factory, The Oil Rig, The Haunted House, The Volcano Lair, Area 51 & The Space Station, whereas the Classic mode increases in room size by 1 every level.

In Other multiplayer modes, two new coloured spies are introduced, Red and Blue. These spies are AI-controlled with 2 players or can be chosen in 3 or 4-player mode. These are basically Deathmatch/Capture the Flag style games - kill all other spies and capture their flags to win, and can be played in either Modern or Classic modes.







Stacked with Daniel Negreanu

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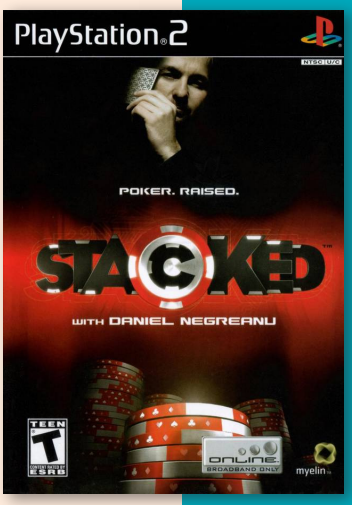
Developer	5000ft Inc.
Publisher	Myelin Media, (au) Eidos Interactive
Release date	(us) May 31, 2006
Genre	Gambling
Mode	1 Player



Stacked with Daniel Negreanu is a poker game featuring professional poker player Daniel Negreanu. In the game players can play a game of Texas Hold 'em.

Included are some full motion videos in which Daniel Negreanu explains the basics of the game. When the player understands the rules they can play a single or multi table tournament. When playing against the AI "speed play" can be activated which makes the game go faster once the player folds and is temporarily out of the game.

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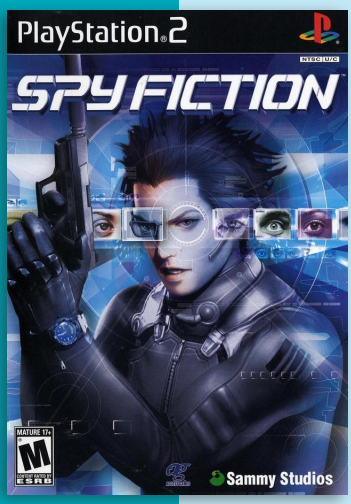
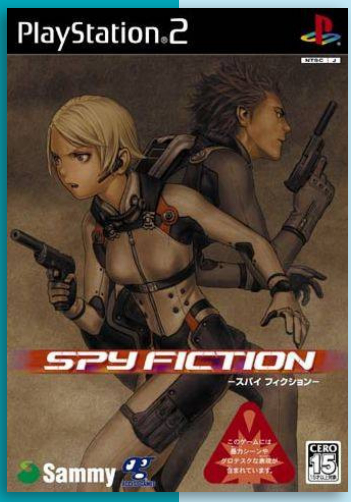
Spy Fiction





Developer	Access Games
Publisher	Access Games, (us) Sammy, (eu) Sega Europe
Release date	(jp) December 25, 2003
Genre	Action-adventure
Mode	1 Player

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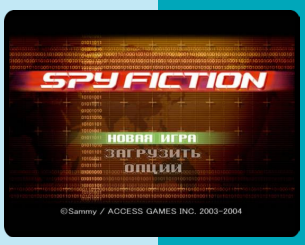

Spy Fiction, a terrorist organization has gained the ability to use biotech weaponry and is planning to use it on the world's population. The players takes control of two special agents, Bishop and Shiela, members of an elite group called SEA Phantom Strike, who are assigned to neutralize the terrorist threat.

The gameplay is similar to Metal Gear Solid, using stealth and hiding places to avoid enemies and even has a alert bar that turns from green to yellow to red depending if an enemy has seen or heard you. It also has a 3D camera that is used in conjunction with an optical camouflage suit that can be used to assume the identity of any enemy in the game.

It also features high-tech gadgets such as rappelling kits similar to those found in Mission Impossible, a wall climbing device called a Spider-Grip, sticky cameras, attachable wall grenades along with the camo suit and many others. Players can also manipulate the cutscenes and the game has multiple endings depending on how well the player performed in the game.

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5.6

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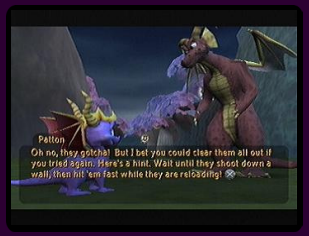


Spyro: Enter the Dragonfly

Developer	Check Six Games
Publisher	Universal Interactive, (au) Vivendi Universal
Release date	(us) November 3, 2002
Genre	Action-platformer
Mode	1 Player

Spyro: Enter the Dragonfly is a platformer and part of the Spyro series. It was released for PlayStation 2 and GameCube; it was to be ported to the Xbox and Windows, but were both cancelled.

The story begins shortly after Spyro: Year of the Dragon. The dragons are in celebration of a rite of passage for the young dragons and for the Grand Dragon Parade, with the arrival of new young dragonfly guardians for the baby dragons. However, during the party, Ripto teleports in via a portal along with his henchmen Crush and Gulp, disrupting the celebration, intent on capturing the new young dragonflies to weaken the baby dragons. However, his spell misfires and the dragonflies become scattered throughout the Dragon Realm. Spyro is tasked with recovering the realm's new crop of dragonflies.

The gameplay featured in Spyro: Enter the Dragonfly is similar to the previous Spyro games. However, the game's new addition is multiple breath attacks, such as bubble breath (to trap dragonflies), ice, and electric breath. These abilities are attained from the ancient dragon statue in the homeworld. Spyro also has a block move that will deflect long range attacks and send them back at the enemy.

The game was originally going to be about Gnasty Gnorc coming back and teaming up with Ripto so that the two could steal all of the dragonflies from the dragon realm. The game was to contain around 120 dragonflies to collect, over 25 levels, a framerate of 60 frames per second and fast loading times.

However, Universal Interactive forced the developers to rush on developing the game in order to be available by Winter 2002 (with this being the only title that both studios ever produced), and therefore it suffers from an inconsistent framerate, long loading times, graphical glitches, sound issues and lock-ups.

Additionally, Gnasty Gnorc does not appear anywhere in the game at all (but is mentioned by Ripto in the intro), there are only nine levels for the player to explore (all of which are in one hubworld) and only 90 dragonflies for the player to collect. Also, the popular characters Moneybags and Bianca appear just once each in the whole game; Bianca at the very beginning (where she mysteriously disappears afterwards and does not return until the player finishes the game) and Moneybags in the Dragonfly Dojo level where he charges Spyro gems for his assistance.

Stewart Copeland, composer of the previous three Spyro games as well as Enter the Dragonfly stated he started to feel a *"divergence"* with publisher Universal Interactive, stating *"I remember the team came in to create the promotional materials for Enter The Dragonfly. They showed me an ad they had, which I didn't even recognise as Spyro. It was country and western-themed, and I think that's where the divergence happened for me. We were not on the same page any more."*

Spyro: Enter the Dragonfly received mixed and unfavourable reviews, according to Metacritic.

IGN gave the game a 6/10, stating that, *"Enter the Dragonfly is essentially a replica game, a side step or a lateral move rather than a step forward. So, what it comes down to is this: Are you up for more of the exact same Spyro game?"* Ted Price, the President of Insomniac Games, even spoke out about how bad he found the game; in an interview, he stated, *"Spyro has become an abused stepchild... Spyro: Enter the Dragonfly on PS2 and Gamecube was an absolute travesty."*

A large criticism for the game was its numerous bugs and glitches. Some reviewers speculated that this was caused by a rushed development cycle to reach a scheduled release date. Matthew Gallant, writing for GameSpot, gave the GameCube version of the game a 3.2/10 and the PlayStation 2 version a 2.8/10, saying *"Even the biggest fans of Spyro are going to have a hard time enjoying this game. The leap to the latest generation of consoles leaves them with a slower game, a shorter game (10 hours), and an all-around less enjoyable game, not to mention a buggy one."* Critics also reported that the technical issues extended to sound. Gamershell claimed: *"Let's remember some basic school knowledge first: sounds that origin from far away are more silent than sounds which are near us. Not so in Spyro. Something went very wrong with the sound positioning system. Sounds from far away often sound like directly in front of you."*

Another criticism for the game was the framerate. Ben Kosmina of Nintendo World Report mentions that, *"While running around the Dragon Realms (the overworld of the game) if there's too many sheep or moving characters on screen, the game will skip frames excessively. It also happens while running or flying through levels where there are a lot of characters, and even sometimes when there aren't any characters in the area! This is just unacceptable."* IGN shared this complaint, adding *"The framerate suffers often, chugging from around a maximum of 30 fps downward, depending on the area. Which is kind of strange, because these worlds aren't much bigger than those on the PlayStation versions of Spyro. There aren't many more enemies on screen, and the textures are still the same, simple flat shaded swaths of primary colors, just like the others. Oftentimes, entire areas pop in because of weird problems with load issues."*

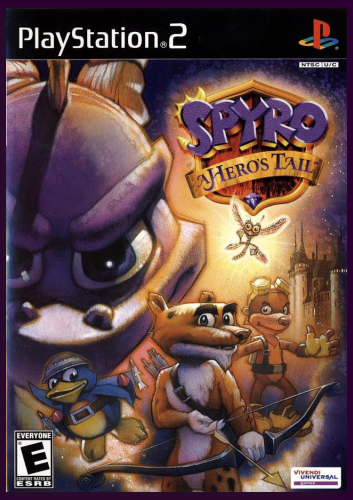
Critics also had issues with control and collision detection. Ben Koshima of Nintendo World Report mentioned, *"Due to the awful control you have over Spyro when he's flying, you'll be plummeting off cliffs, missing switches you're trying to ground pound, swerving all over the place while trying to land properly and falling off small platforms for no reason at all."* Darkstation claimed, *"When you try to talk to a character if it does not already automatically pop up and start talking to you out of nowhere you have to get in a specific spot in which you have to get to talk to another character."*

The PlayStation 2 version of Enter the Dragonfly received a "Platinum" sales award from the ELSPA, indicating sales of at least 300,000 copies in the United Kingdom.

The game sparked a controversy in 2007, when a 4 year old boy played the game and ended up with an epileptic seizure, due to the glitches occurring, the mother sued Universal and the boy was permanently damaged for life.

Spyro: A Hero's Tail

6.0



NP

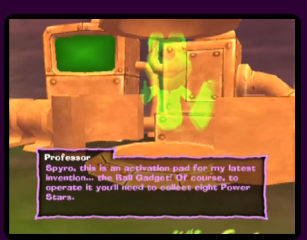
Developer	Eurocom Entertainment Software
Publisher	Vivendi Universal Games
Release date	(us) November 3, 2004
Genre	Action-platformer
Mode	1 Player

Spyro: A Hero's Tail is the fifth console game in the original Spyro series and the ninth game in the series in all. Developed by Eurocom Entertainment Software, it was the first game in the series for the Xbox, as well as the second game in the series for the PlayStation 2 and GameCube.

The game introduces a new antagonist, Red, a former Dragon Elder banished years before the events of the game, and sees the protagonist, Spyro the Dragon, attempt to defeat him with the aid of his best friend Sparx the dragonfly, Hunter the Cheetah, Sgt. Byrd the flying penguin, and Blink the mole, who are all playable.

The gameplay in A Hero's Tail is largely the same as in previous Spyro games, but with various tweaks to Spyro's abilities and the game's controller mapping, and less of an emphasis on gems; they now act strictly as the game's currency, and are no longer important to completing the game with 20%. There is also a considerable amount of backtracking in the game, with important items only reachable with certain abilities acquired later in the game; some items also require a certain number of light gems to be acquired.

Spyro begins A Hero's Tail with most of his standard abilities including gliding and fire-breath. Spyro's gliding mechanics have been tweaked from previous titles, with the addition of a double-jump and ability to hover downwards by releasing the analog stick. Similar to previous titles, Spyro also acquires multiple breath types to use throughout the game, including electricity, water, and ice; each element has different characteristics and uses throughout the game—for example, electricity can defeat metal-armored enemies, and water is used primarily to solve puzzles. In addition to these elements, Spyro also acquires a projectile-like "secondary breath" attack with each element, which can defeat most enemies, but the player can only store a limited quantity of secondary-breath attacks. Spyro also gains the ability to jump off of walls and swing from poles,



similar to other platforming game series such as Prince of Persia and Jak and Daxter, allowing him to traverse obstacles and reach new segments in a level. Also, Sparx, Spyro's dragonfly companion, returns as a personification of Spyro's current health level, and assists in collecting nearby items for the player.

As well as Spyro, four other characters are playable. Sparx, other than helping Spyro, is also playable in his own rail shooter-style minigames. Blink, an anthropomorphic mole, explores levels set in underground mines and caverns, where the player is tasked to locate and destroy various dark shards with explosives. Sgt Byrd, first plays host to several flying-themed minigames in which the player is given a set amount of time to locate and fly through (or destroy) various targets and enemies in a level. Hunter, first introduced in Spyro 2, has two standalone portions of the game to himself. He's able to scale certain walls and attack and snipe enemies using his bow and arrows.

Besides Michael Gough reprising his role as Gnasty Gnorc and André Sogliuzzo reprising his role as Sparx, none of the other original cast from the previous Spyro games returned to voice any of their characters (e.g. Tom Kenny is replaced by Jess Harnell as Spyro).

Some enemies during production, including sharks, were removed in the final version of the game.

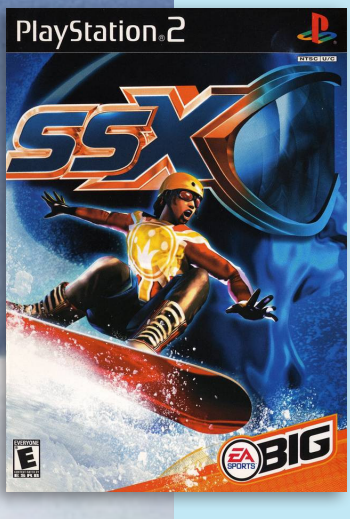
Spyro: A Hero's Tail received "mixed or average" reviews, according to Metacritic.

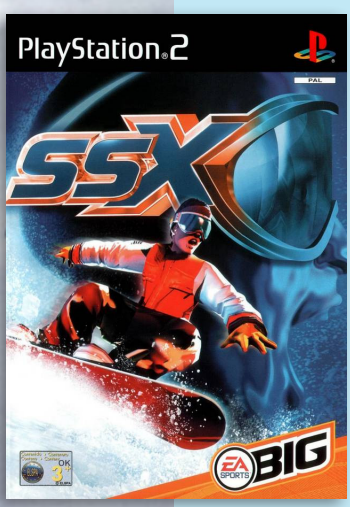
GameSpot's review was mixed. Giving it a 5.8 out of 10, they said, *"Although Spyro's production values have shot up, its gameplay has remained more or less the same since the series' 1998 debut. Back then, players lacking Nintendo 64s didn't have too many good 3D platformers to choose from, so Spyro's gameplay foibles were acceptable, in light of its uniqueness. The novelty has worn off. Today, modest improvements on this tired formula, like giving Spryo's once-vestigial, T-rex-like arms the ability to grip ledges, just aren't enough to make the game feel innovative. Filling the title with disruptive and boring minigames to artificially increase play time apparently wasn't a good move, either. Despite all the new window dressing, Spyro: A Hero's Tail is the same game you played six years ago, and you probably remember it being better."*

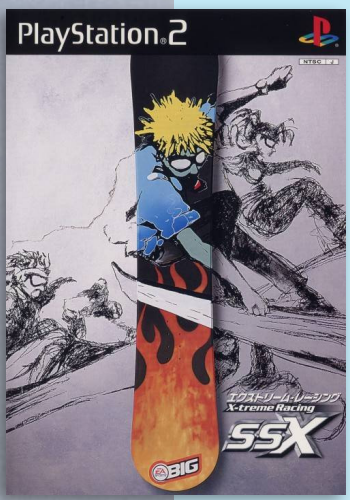
IGN gave the game a 7 out of 10, saying in a positive review, *"Spyro: A Hero's Tail delivers a decent amount of fun. While lacking innovation in style and play mechanics, the game controls well and offers enough challenge and length to warrant a hard look by parents looking to buy a game for their kids. Also, the inclusion of new characters, new attacks and a ton of collectibles will keep collector-nuts playing for at least 15 hours. In the end, A Hero's Tail is a definite improvement over Enter the Dragonfly. It's a solid, albeit simple and slightly unimaginative platformer."*

SSX

9.3







J N P

Developer	EA Sports Canada
Publisher	Electronic Arts
Release date	(us) October 30, 2000
Genre	Sports
Mode	1-2 Players

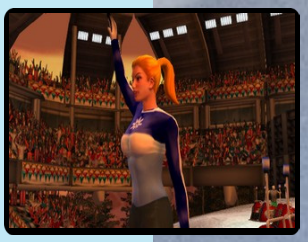
SSX is a snowboarding game, the first in the SSX series. SSX's development started on the Dreamcast. When Electronic Arts decided to end its relationship with Sega, the development was moved to the PlayStation 2. The executive producer and creative leader of SSX was Steve Rechtschaffner, who was also the inventor of the now Olympic snowboard event called Boardercross, which served as the inspiration for the game.

Players may choose one of a number of riders, each with their own statistics and boarding style. A course is selected, and the player is given the option of racing down the course or participating in a competition to do tricks.

Each course is filled with ramps, rails, jumps, and other assorted objects. Performing tricks fills up the player's boost meter, which can then be used for additional acceleration, making tricks important even in a race. While some tricks do have origins in snowboarding, many of the more advanced tricks are not realistic to actual physics. This matters little in games of this style, as the larger and more extreme tricks count for the most points and are the most spectacular to execute. Players also have the option of practicing or exploring courses in "freeride" mode.

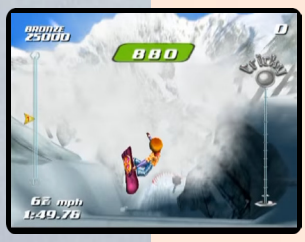
There are a total of eight playable characters. The playable characters are Mac Fraser, Moby Jones, Elise Riggs, Kaori Nishidake, Jurgen Angermann, JP Arsenault, Zoe Payne, and Hiro Karamatsu. Mac, Moby, Elise, and Kaori are available at the start, while the other four are unlocked by earning gold medals. Earning the first gold medal unlocks Jurgen, the second gold medal unlocks JP, the third gold medal unlocks Zoe, and the fourth gold medal unlocks Hiro.

SSX received widespread critical acclaim and commercial success, while also receiving numerous industry awards and was widely regarded by critics as one of the standouts of the PlayStation 2's launch library. The Academy of Interactive Arts and Sciences gave SSX five awards, including "Console Sports Game of The Year" and "Racing Game of The Year".



SSX Tricky

9.2



Developer	EA Canada
Publisher	Electronic Arts
Release date	(us) November 5, 2001
Genre	Sports
Mode	1-2 Players

SSX Tricky is a sequel to SSX. The game was released in 2001 for PS2, GameCube and Xbox and was later ported to the Game Boy Advance.

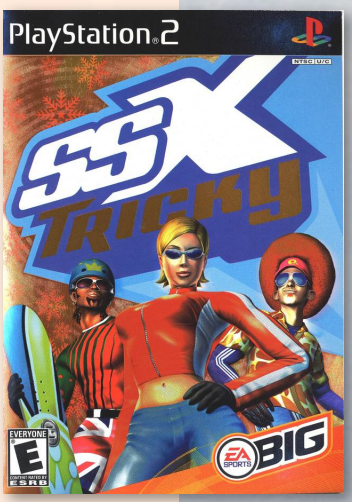
Gameplay continues the same basic method introduced in SSX, with the main tracks being 'remixed' from the previous games and two new tracks, Garibaldi and Alaska. The new feature added to the series are the Uber moves. If players are able to fill their boost bar to the maximum, they will be able to perform Uber moves which involve characters taking their feet off their board and doing over the top moves. If a player successfully lands an Uber move, they are given a short amount of time for infinite boost, which can be topped off by performing more Uber moves. Each player can perform five Uber moves, including a personal move if the character is using a board that matches their style. If a player successfully performs six Uber moves, spelling out 'tricky' on the boost bar, they will have infinite boost for the remainder of the level.

Also introduced in the game is a rivalry system in the World Circuit mode. If the player is friendly with another AI character, they will treat the player favourably. However, if the player ends up annoying other AI characters, generally by attacking them during the race in order to fill the adrenaline bar, they will become hostile towards players in future events.

During development, SSX Tricky was referred to using various names, such as SSX 1.5 and SSX CD.

The PlayStation 2 version received "universal acclaim", and the GameCube and Xbox versions received "favorable" reviews according to Metacritic.

Most reviews hesitated before calling the game a *"true sequel"* since it shared a large amount of content with the original SSX (all but two of the courses appear in the original). Reviews did compliment the added features, such as "Uber tricks" and "Rivalry" with other boarders. Some reviewers thought that the improvements over the original were so good that SSX Tricky was billed as the best snowboarding game to date.



J N P

9.3

SSX 3

J N P

Developer	EA Sports Canada
Publisher	Electronic Arts
Release date	(us) October 20, 2003
Genre	Sports
Mode	1-2 Players

SSX 3 is a snowboard racing game initially released for the GameCube, PlayStation 2, and Xbox. It was later ported to the Game Boy Advance and Gizmondo. It is the third installment in the SSX series. The game has become part of the Xbox backwards compatibility program and an enhanced version was released on the Xbox One on April 17, 2018.

SSX 3 is played from a third person perspective. Players control one of various snowboarders and compete in events set across individual courses in peaks on a mountain. Unlike previous games in the series, which contain unconnected courses, a freeride mode also allows players to freely roam the open world consisting of all the courses in the game; it is possible for the player to ride from the top of the mountain to the bottom without stopping or reloading each course. New areas are progressively unlocked throughout the game.

Players can gain points by performing tricks, such as grabs, grinds, flips and spins. A feature returning from previous games in the SSX series is the "adrenaline meter", which gains "adrenaline" when the player executes tricks. It can be used to provide a speed boost or, once it becomes full, perform "übers" that grant more points than regular tricks. Performing übers increases the level of the adrenaline meter, which leads to progressively more advanced "super über" tricks and faster adrenaline boosts. Performing multiple tricks of different kinds creates a combo, doubling the points acquired from tricks. However, repeating the same trick causes the number of points it earns to drop. Landing tricks poorly or hitting an object in mid air will cause the snowboarder to "wipe out", falling over. The player has the ability to recover their snowboarder more quickly by tapping a button, or alternatively reset the snowboarder back to the course if they get stuck in an area. Both wiping out and resetting result in a loss of adrenaline and the ability to perform übers until the adrenaline meter is filled again.

Players complete "peak goals"—set objectives—to progress through the single-player mode and unlock all three peaks of the mountain. Peak goals are achieved by completing events, earning money or completing "big challenges" and finding collectables, both during freeride mode, which can be accessed outside of events. The player only has to complete one of these goals to progress to the next peak. Completing each peak goal unlocks a trophy for the player.

Each course in the game has a designated event that players can compete in. Events fall under two categories: race and freestyle. Coming first in an event provides the player a gold medal, then silver and bronze. It is also possible to obtain a platinum medal by beating certain times or getting a high enough score. The race event objective is to get to the end of the course as quickly as possible. Players race against other snowboarder NPCs on the same course. Races contain multiple routes and shortcuts, which can give the player an advantage over opponents. Players

can also use melee combat to knock other snowboarders over, slowing them down and providing the player with adrenaline. Race events have three heats, and the player must come third place or above in each heat to progress. Once all race events are completed on a peak, the player's snowboarder is challenged to a "backcountry race" by their rival snowboarder. Winning unlocks a "peak race", where the player aims to beat their rival's best time from the peak to the bottom of the mountain. Both races have only one heat. Completing the races unlocks the next peak.

The freestyle events include "slopestyle", "big air" and "super pipe". Their objectives are to get as many points as possible. Slopestyle courses are similar to race courses, as players must ride through a downhill track with multiple paths. However, the goal of slopestyle courses is for the player to gain points by performing tricks. Big air courses are short, with one or two ramps that are designed to allow the player to perform large jumps and multiple tricks in a small amount of time. Super pipe courses contain half-pipes that the player can repeatedly perform tricks on. Freestyle events are structured similarly to race events; each have three heats, and the player is invited to "backcountry jams" and "peak jams", where points are scored through performing tricks. Completing the freestyle events unlocks the next peak.

Outside of events, players can take part in big challenges. The objectives of the challenges include jumping through hoops and collecting items, among others. Collectable "crystals" items can also be found on every course, and can be collected in any event and in freeride. Obtaining enough crystals and completing enough big challenges on a peak unlocks the next peak. In addition to

peak goals, SSX 3 contains smaller challenges called "career highlights". Similar to big challenges, objectives can vary, and include holding a handplant for five seconds or doing a certain number of übers in one event. In freeride, players can travel to any courses they have unlocked and can also go to stations; These areas contain lodges, which allow the player to save their game, edit music playlists, buy attributes to improve their snowboarder, purchase new übers, and buy or equip gear and boards to change the aesthetics of the snowboarder. Money can also be used to buy extras, such as videos, cheat characters and game art. Money can be earned in game by performing tricks, completing big challenges and events, or collecting crystals. Earning enough money on a peak will unlock the next peak. In station areas, the narrator of the game, "DJ Atomika", talks to the players via "EA Radio Big", a radio station. He gives the player information about events and weather, as well as other miscellaneous information. While the player is on a course, the soundtrack of the game is played through EA Radio Big. Depending on how well the player is performing, the music becomes quieter and louder. The player can change what music is allowed to play at lodges.

The PlayStation 2 version of SSX 3 had an online multiplayer mode that allowed two players to race against each other over the internet. The service required an "EA Account" to use. Players could join lobbies, where they could challenge players to races, view player statistics such as the global rank of a player, and chat with players using supported USB headsets and keyboards. Players could send messages and add up to forty "buddies" using "EA Messenger", an in-game instant messaging service. The online service has since been discontinued.

SSX 3 was developed by EA Canada and published under the EA Sports Big brand. During the development of SSX and SSX Tricky, there were plans for both games to allow the player to explore a mountain, but this was never implemented, and was instead made the focus for SSX 3. EA Canada stated that SSX 3 was designed so *"just about anyone can pick up and play"*. Larry LaPierre, the producer of the game, stated that the developers wanted *"to give people the first ever full mountain experience"* and allow players to choose what they wanted to do on the mountain.

The open ended nature of the game was influenced by Battlefield 1942 and NBA Street Vol. 2, both EA titles, as the developers of SSX 3 enjoyed features in both games that allow players to choose the way they want to play. Developers were also inspired by their own personal experiences with snowboarding at Island Lake Lodge. EA Canada hired people from various different work backgrounds to develop the game, including the Oscar nominated visual effects designer Henry LaBounta, who worked as one of the game's three art directors. The game contains 30 different types of snow, ranging in consistency and rendered using various shading techniques and more *"realistic"* lighting effects than the game's predecessor, SSX Tricky. Improvements to graphics over the previous game in the series also include better models and shadows, as well as more reflections in the in-game snow. SSX 3 is the first game in the SSX series and one of the first games in general to be THX certified.

SSX 3's development began in 2001, after the release of the previous title in the series, SSX Tricky.

SSX 3 received critical acclaim upon its release. It is EA Sports Big's second-highest rated game on Metacritic before the first title in the series, SSX.

Reviewers liked the addition of an open world, the presentation and trick system, while finding issues with the difficulty of the controls and customization options. It won the Academy of Interactive Arts and Sciences' Console Action Sports Game of the Year and Outstanding Achievement in Licensed Soundtrack awards. Douglass C. Perry of IGN called it the best snowboarding game he had ever played, and GameSpot's Greg Kasavin stated that it *"delivers a rush like few racing games or action sports games have ever achieved"*.

SSX 3 was the first game in the SSX series to sell 1 million copies. By July 2006, the PlayStation 2 version of SSX 3 had sold 750,000 copies and earned $28 million in the United States. Next Generation ranked it as the 83rd highest-selling game launched for the PlayStation 2, Xbox or GameCube between January 2000 and July 2006 in that country. Combined sales of the SSX series reached 3 million units in the United States by July 2006.

Reviewers particularly praised SSX 3's technical advancements, with Game Revolution's Ben Silverman calling the game's snow effects unrivaled, while also recognising its *"consistently high"* frame rate. Eurogamer's Tom Bramwell directed his praise at the game's draw distances, seamless animation and colourful environments, and GameSpy's Bryn Williams commended the game's lighting and particle effects. Reviewers also recognised SSX 3's open world as innovative, with Williams finding that the loading times allow players to ride across long distances *"without having to wait a single second for the environments to load into memory"*. Louis Bedigian of GameZone called the PS2 version *"extremely fun. The gameplay is as good as snowboarding games come."* Carlos McElfish, also of GameZone, was a bit less positive of the GameCube version, saying, *"The lack of fantastical obstacles and other Tricky-exclusive elements is admittedly missed, but the inclusion of so many other excellent improvements makes you quickly forget that this ain't Tricky."*

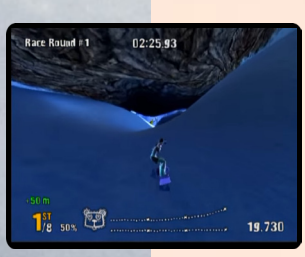
The trick system was also well received; Bramwell called the new super-über tricks *"astonishingly cool"* and stated that he was pleased that the game introduced *"a much more clear-cut combo system"*.

SSX 3's sound and voice acting were heavily praised, with Silverman commending the *"varied soundtrack and great effects"*, stating that they make the game *"sound terrific"*. Williams thought highly of the voice acting, calling it *"clear, simple, and not annoying in the slightest"*. He also considered the DJ commentary to be slick and unobtrusive. Kasavin praised the soundtrack, calling it *"one of the highlights of the experience"*.

SSX On Tour

8.0

Developer	EA Canada
Publisher	EA Sports Big
Release date	(us) October 11, 2005
Genre	Sports
Mode	1-2 Players

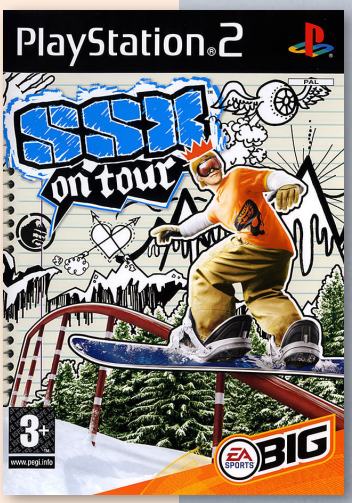


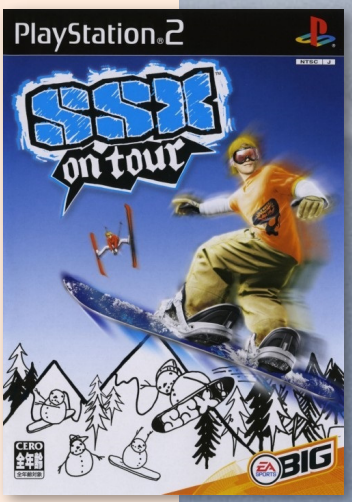
SSX on Tour is the fourth title in the SSX series. It was released for the GameCube, PlayStation 2, Xbox and PlayStation Portable.

The gameplay in SSX on Tour is similar to that in SSX 3, with similar controls and the overall aims of events remaining the same - snowboard down a mountain while gaining points for various tricks that can be performed. After each trick, a player's "boost bar" builds up, and once full enables a player to perform special moves - known as "Monster Tricks" now, previously known as "Über tricks". Despite the similarities, numerous changes were made to the structure of races and events themselves. Players can now create their own characters, selecting his/her symbol, makeup, height, clothes and hair, in addition to whether they are a snowboarder or a skier (skiing being a new feature in the game). Once created, their 'boarder can compete in official competitions (known as "Events"), or unofficial challenges known as "Shreds". Each completed event or challenge gains their character "Hype", raising their profile and moving them up the SSX charts, with the ultimate goal of reaching number one.

With the focus now on custom-created characters, the original SSX cast is moved into the background slightly, appearing in various Shreds against the player, and available to play as when not on the Tour itself. In addition to seven returning SSX veterans (Elise, Mac, Kaori, Zoe, Psymon, Nate and Allegra), three new characters make an appearance: Tyson, Sid and Skye. Unlike its predecessor, SSX3, no online play was included on any of the versions of SSX On Tour. The main focus was on improving the single-player storyline mode, implementing the character-creation system, the selection of new tracks, and the addition of skiing as well as snowboarding.

One of the most notable features of every game in the SSX series has been the soundtracks. Like SSX Tricky and SSX 3, SSX on Tour features a licensed soundtrack, including rap, punk, rock and alternative music styles.





J N P

Street Mahjong Trans-Asakami 2

8.2

J

Developer	SunSoft
Publisher	SunSoft
Release date	(jp) June 15, 2000
Genre	Board
Mode	1 Player

Developed by the Mahjong experts at Chatnoir, Street Mahjong Trans-Asakami 2 sends players on a journey throughout their neighborhood to challenge local experts to a match of the Japanese board game. Each section of the city has its own rules and gameplay styles, making the experience different as users travel from place to place.

Trans-Asakami 2 was released exclusively for the Japanese market.

Street Warrior

4.4

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) January 12, 2007
Genre	Beat 'em-up
Mode	1-2 Players

Street Warrior is set in the near future, in the city of Westbay, where corruption and crime rate has grown fast, and the government is unable to secure the cities anymore. The streets were overtaken by criminals, and the city is now ruled by gangs. In desperate need to fight back, the government creates a special unit called Strike Force.

The game is a beat 'em-up similar to the streets of rage series.

P

Standard Daisenryaku: Dengekisen

8.4

J

Developer	Chicken Head
Publisher	Sammy Studios, Sega
Release date	(jp) November 11, 2004
Genre	Turn-based strategy
Mode	1 Player

Standard Dai Senryaku: Dengekisen is part of the Daisenryaku ("Great Strategy") series of strategy war games. In the game, players take the role of a commander with the goal of taking control over all of Europe. New to the series is a turret replacement system where players can create a tank of their own by selecting different parts.

8.3

Standard Daisenryaku: Shiwareta Shouri

Developer	Chicken Head
Publisher	Sega
Release date	(jp) June 2, 2005
Genre	Turn-based strategy
Mode	1 Player

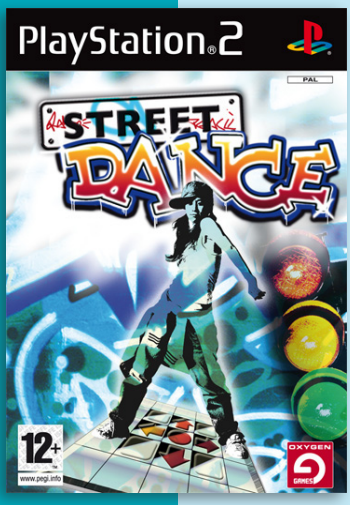
This game is set on the frontlines of Europe towards the end of World War II. Players take command of the German military machine and attempt to emerge victorious against the Russians in battles pulled from history. Whereas the last edition placed the focus on offensive battles, this one adds defensive battles to the mix, often asking that players simply survive a fixed number of turns against incoming forces. Gameplay is turn-based, with weather changing at each turn. For attack scenes, the game switches to a cinematic view, giving players a close-up look at the battle.

If players have clear data from Dengekisen, the last Standard Daisenryaku game, they can start with their previous experience and weapons.

"ign.com"

Street Dance

4.0



Developer	Broadsword Interactive
Publisher	Oxygen Interactive
Release date	(eu) October 20, 2006
Genre	Music
Mode	1-2 Players

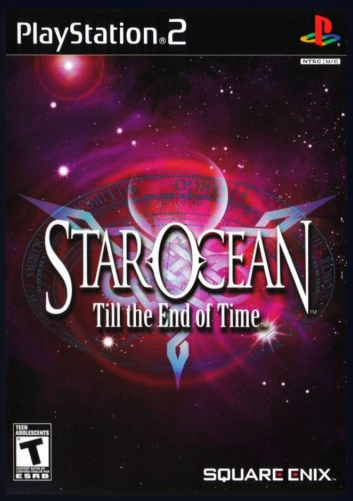
Street Dance is a game that uses the PS2 dance mat or the standard PS2 controller in a test of coordination and fitness. As is typical of this kind of game, arrows appear rhythmically on screen and the player must hit the corresponding button in time with these arrows and the music, points are awarded for accuracy.

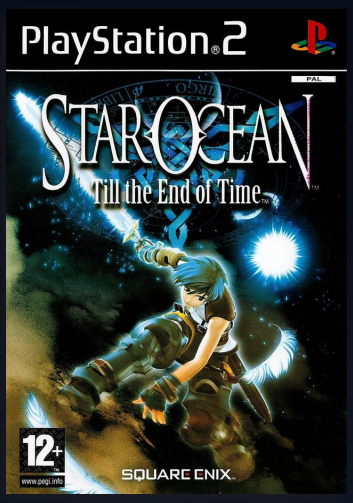
There are three difficulty levels. Easy, which uses four direction arrows; Medium and Expert both use eight direction arrows. In addition to the standard dance contest, the game has a workout mode which, when given the player's weight, calculates the projected calories burned during a dance. There's also a 'recorder' mode where the player can create their own dance routines.

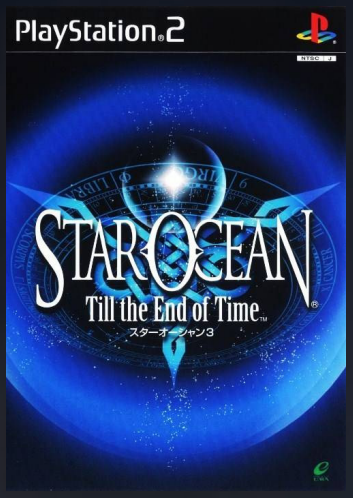
The basic game is for a single player, but with two dance mats connected the game supports a multiplayer mode for up to eight players.

"mobygames.com"

8.0







JNP

Star Ocean: Till the End of Time

Developer	Tri-Ace
Publisher	Enix Corporation
Release date	(jp) February 27, 2003
Genre	Role-playing
Mode	1-2 Players

Star Ocean: Till the End of Time is an action role-playing game, the third main game in the Star Ocean series. The game was released in Japan, North America, and the PAL territories.

Till the End of Time takes place four hundred years after the events of Star Ocean: The Second Story. Fayt Leingod was a young man who one time went on vacation to the star system Hyda with his parents and his childhood friend Sophia. The planet was attacked by a mysterious fleet, though Fayt managed to escape. After being saved by a space ship, Fayt landed on a planet called Vanguard, with a much more primitive civilization than his own. From this medieval world, Fayt, Sophia, and their friends begin their interstellar quest to find out the cause of the attack on Hyda, and much more.

While having many similarities to its predecessor, Star Ocean: Till the End of Time includes many elements that make it unique among the majority of role-playing video games. Instead of menu-driven combat, Star Ocean 3 offers real-time interactive combat, similar to the .hack and Tales series. Battles occur when running into enemies on the main travel field or when certain pre-scripted events occur. In battle, the player directly controls one character, while the other two characters are controlled by AI. The player can, however, choose the tactics used by AI characters or switch which character they are directly controlling.

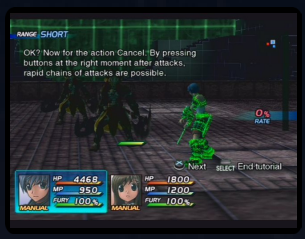
Enemy attacks can target either a player's hit points (HP) or mental points (MP). Players will also lose HP from using special attacks or lose MP from using symbology or runeology, which is functionally equivalent to magic in other games. If a character loses all of their HP or, unlike most games, if they lose all of their MP, they are knocked out and unable to continue participation in the battle (unless certain revival items are used). Each character also has a Fury meter, which governs how fast the character moves over the battle screen, and how often actions can be performed. Standing still will replenish Fury, while any movement will continue to drain it or cause the character to lag. If enemies are defeated, the player is awarded money (Fol) and EXP. When some groups of enemies are defeated, the player's characters can also receive a small amount of HP/MP, to counteract the HP/MP that was lost as a result of using special attacks or symbology/runeology.

When the player strikes an enemy, the Bonus Battle Gauge will fill. When the gauge reaches full capacity, the player will enter "Bonus Battle". In "Bonus Battle", the player receives special bonuses, which can help benefit a character's EXP, Fol, items received after battle, etc. However, if a character receives a critical hit, runs away from battle, or dies, the gauge will deplete completely, resulting in the end of "Bonus Battle" and any bonuses the player received.

Like the previous games in the series, the game contains an Item Creation feature that allows the player to create and enhance a multitude of items. A variety of trades are offered, including Cookery, Alchemy, Engineering, and Smithery. Workshops for Item Creation are scattered throughout the towns and dungeons of the game and can be invested in by the player to allow a wider variety of items to be made there. Once a player invents an item, they can file for a patent, and get money from the profits made off selling those items in various shops. The player is also able to recruit inventors to aid them in creating various items.

The original Japanese release date was in February 2003 by Enix, its penultimate release before its merger to become Square Enix. The original version was also incompatible with earlier PS2 models. It was re-released in 2004 as a two-disc Director's Cut version with bonus features such as new characters and dungeons. The North American and European versions are based on the Director's Cut version.

The Director's Cut version added a VS. Mode to battle against a second player or against the computer. Up to two human players could compete, either against each other or against another character controlled by the computer. Another addition was the use of "Battle Trophies" which may be acquired by completing various challenges in combat. For example, a player can receive a battle trophy for winning a battle in under 30 seconds, or for defeating a boss without receiving damage. Earning battle trophies unlocks bonus options such as harder game difficulty levels, alternate costumes, and a sound test. The game also includes new enemies, areas, cutscenes, expanded events, music and CG sequences.



One of the major influences of the design changes from Star Ocean: The Second Story to Till the End of Time was Star Trek. The combat system was mostly unaltered from the previous title, but characters were rendered in 3D instead of 2D and more strategy was incorporated into the fights. Transitioning to a completely 3D environment from a 2D/3D mix was a lengthy process, and was only possible due to the increased power of the PlayStation 2 console. In terms of story message, game producer Yoshiniro Yamagishi stated that the main message the game communicates is one of "trust". Several characters and dungeons did not make the cut for the final version of the game, but most of what developers wanted found its way into the game. Gameplay balance was adjusted between the Japanese and American releases, as well as fixing various technical errors that occurred in the original Japanese release.

Initially, the game received a somewhat negative impression in Japan. Parts of the game were alleged to be buggy, and the game refused to work at all in older SCPH-10000 PlayStation 2s. Enix blamed Sony, as they had coded Star Ocean 3 with features from updated libraries that were apparently not backward-compatible. Sony denied all responsibility. Regardless, it impacted the game's sales, and Enix released the Director's Cut in 2004 to assuage grievances about the original by fixing the bugs and adding features. In North America, the game was initially well received among both critics and players, with GameRankings, a compilation of critical reviews, giving it an average score of 80.99%. IGN placed Till the End of Time at number 58 on their "Top 100 PlayStation 2 Games" list.

Star Soldier

7.5

J

Developer	Hudson Soft
Publisher	Hudson
Release date	(jp) November 27, 2003
Genre	Shooter
Mode	1 Player

Star Soldier is a remake of the top-down sci-fi shooter Star Soldier released in the Hudson Selection budget series.

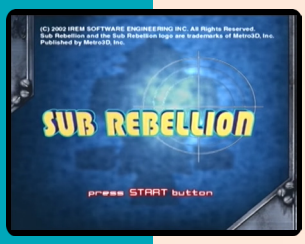
The game puts players in charge of a lone Galactic Empire starfighter as they make their way through several alien-infested stages using nothing but their reflexes and their laser weapons.

The remake replaces the original graphics with a completely polygonal engine, featuring particle effects for all weapons and a new interface. New mid-stage bosses have been added and a new close range attack has been included in the ship for added damage.

"mobygames.com"

Sub Rebellion

7.1



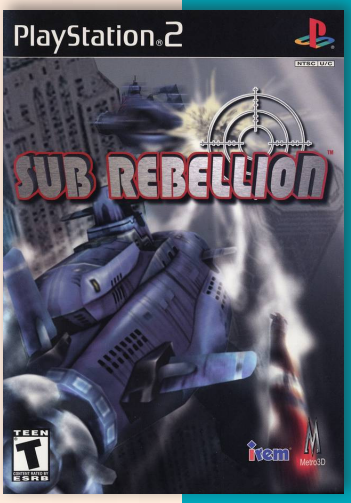
J N P

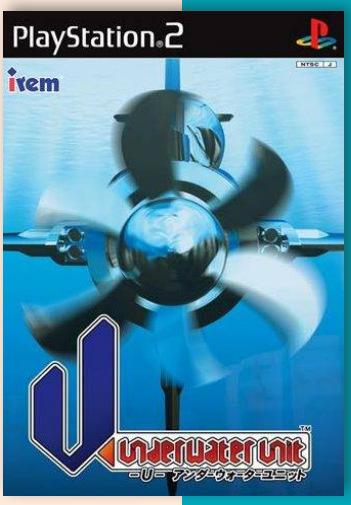
Developer	Racjin
Publisher	Metro3D, (jp) Irem
Release date	(jp) May 2, 2002
Genre	Shooter
Mode	1 Player

Sub Rebellion is a mission based submarine shooter where the player controls a sub whose mission is to defend the remnants of the free world. The game is set after an cataclysmic event caused planet-wide earthquakes which destroyed most of human civilization. What remains of humanity now lives in the depths of the oceans, where an evil military-industrial complex seeks total control.

The player control the Chronos, the Alliance's newest sub, through various missions starting with the maiden voyage. While most of the game takes place underwater, there is also some sea-level fighting, including a number of boss fights.

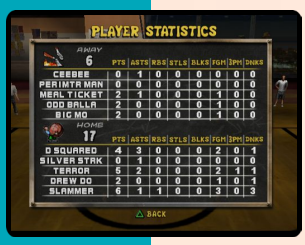
The submarine controls are complex and it has the ability to rapidly ascend or descend, manoeuvres which are essential in combat. The Chronos uses a variety of weapons - cannons, torpedoes and special weapons - and equipment which can be upgraded throughout the game by completing missions and collecting artifacts.





Street Hoops

6.2



Developer	Black Ops Entertainment
Publisher	Activision
Release date	(us) August 12, 2002
Genre	Sports
Mode	1-2 (8) Players

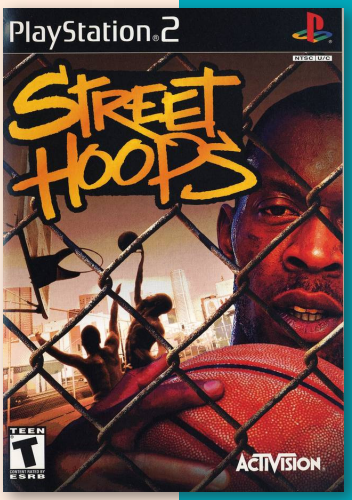
Street Hoops is a streetball game released in 2002. The game has real life streetballers such as 1/2 Man 1/2 Amazing, Hot Sauce. It is possible to create custom baller, and play on real life courts. The game has 3 different modes: World Tournament, Lord of the Court, and Pick-up Game.

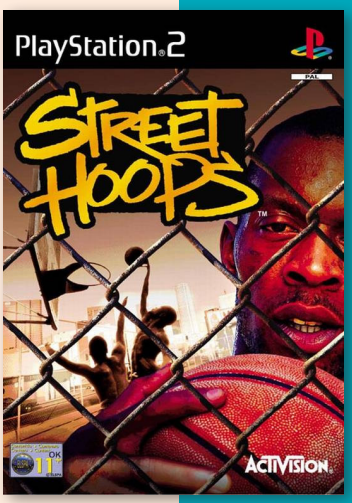
In World Tournament mode of gameplay, the players team travels across the U.S. to take on teams at various courts. There are unlockable, new courts, secret courts, and better, more skilled ballers. This is the story mode of the game. There are some things that players have to pay to unlock, and there are more things that players have to beat the mode several times to unlock. This is a 1-Player mode, with the ability to have other human players on a player's teams. However, the earning from this mode will only be saved to the progress of the first user. Progression through the mode is through the first player, as well. Other human players merely serve as teammates from game to game.

Lord of the Court mode of play is the opposite of the World Tournament mode. The controlling player plays as the home court and other teams come to challenge them. If the controlling player can keep everybody off their "turf", they can unlock streetball movies, secret characters and clothes. This is a 1-Player mode, with the ability to have other human players on the controlling player's teams. Like in the the World Tournament mode, the earning from this mode will only be saved to the progress of the first user.

Pick-Up Game is the exhibition mode of the game. The player can choose to play either a full or half court game, on the court and with the teams of their choosing-provided that they are already unlocked through World Tournament. This is the game's multiplayer mode. In this mode, every user on the winning team will earn $100 per game.

The game received "mixed" reviews according to Metacritic.





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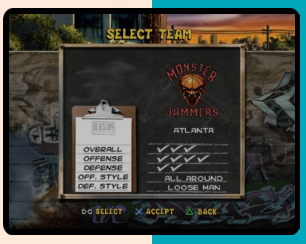

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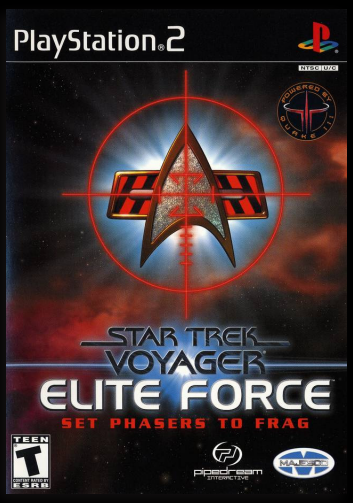
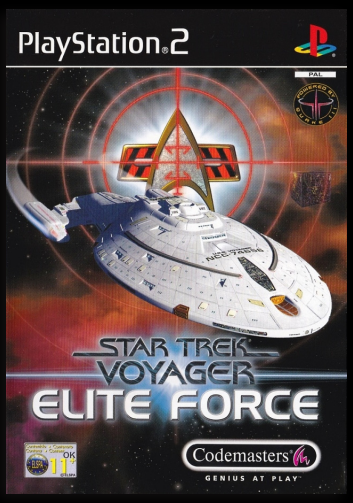




Star Trek: Voyager Elite Force

Developer	Pipe Dream Interactive
Publisher	Majesco, (eu) Codemasters
Release date	(us) December 6, 2001
Genre	First-person shooter
Mode	1-2 (4) Players

Star Trek: Voyager – Elite Force is a first-person shooter initially released on September 20, 2000 for Windows and Mac OS.

The game is set in the Star Trek universe, specifically relating to the fourth Star Trek television series, Star Trek: Voyager. The dates in the game place Elite Force's plot late in Voyager's sixth season. The player assumes the role of Ensign Alex Munro, a member of the Hazard Team, a new elite security section created to deal with particularly dangerous and hostile away missions. The game's plot focuses on the USS Voyager being trapped in a starship graveyard, heavily damaged and under attack from a variety of hostile factions. The Hazard Team is tasked with protecting Voyager as repairs are made, and investigating the cause of their entrapment.

An example of the first-person shooter genre, Elite Force is based on gameplay conventions shared by multiple other games. The game is focused on story-driven combat within a 3D environment.

Elite Force includes an arsenal of Star Trek–themed weapons, such as phasers and disruptors. The weapons vary in power, ammunition consumption and effectiveness in given situations. Usually, the player is equipped with a hand phaser, a low-damage weapon that automatically recharges ammunition, and a phaser compression rifle, a more powerful weapon with an optional sniper mode for long distance kills. Other weapons, acquired as the game progresses, include grenade launchers, stasis weaponry and pulse energy weapons. The player can restock on ammunition by using wall-mounted terminals that dispense weapon energy, or by picking up certain items in the game environment.

The game's single-player campaign consists of around 30 linear levels, divided up into eight distinct missions. Missions have different objectives, from retrieving a particular item and accessing computer systems, escorting a friendly character through hostile territory, or destroying vital ship and station components. Enemies come in multiple forms in the game, often as Star Trek species such as the Borg and the Klingons. Each group of enemies uses a different means of attacking: most humanoid enemies are armed with weapons similar to the player, and will use cover and squad tactics to attempt to kill the player character. The Borg differ from this in that, instead of using squad tactics, they eventually adapt their personal energy shields to most of the player's weapons, slowly rendering the player's attacks useless as they advance. Other enemies may attempt to swarm the player and eliminate them with melee attacks.

The player is usually accompanied by one or more friendly NPC, who will follow the player and provide assistance in combat against enemies. As they are often key to the story, friendly characters must not be killed in combat. In between combat missions, the player can move around the USS Voyager and interact with other members of its crew.

Elite Force incorporates a large cast of characters, both original characters created for the game and characters from the television series. All nine of the core Voyager characters in the sixth season appear, such as Captain Kathryn Janeway and Lieutenant Commander Tuvok, each voiced by the appropriate cast member from the television series. The only exception to this is the character of Seven of Nine, who was voiced by Joan Buddenhagen in the initial release; however, actress Jeri Ryan retroactively replaced Buddenhagen's voice through a later patch and the expansion pack.

Publisher Activision acquired the rights to produce Star Trek video games from Viacom in September 1998. With Viacom leaving the video game industry, Activision's licensing agreement allowed the publisher to hold the rights to Star Trek video games for ten years. Elite Force was one of several Star Trek games announced shortly afterward. Developed by Raven Software, a company whose past projects included the first-person shooters Heretic and Soldier of Fortune, Elite Force was developed using technology created by id Software. Elite Force was one of the first games to license id Tech 3, the game engine which debuted with Quake III: Arena.

In a June 2000 interview, Raven Software co-founder Brian Raffel stated that one of the objectives of the game was to make the player feel *"like [they're] part of a Voyager episode"*. To this end, Elite Force extensively uses scripted sequences to interact with NPCs, convey plot information and build up the immersion in the game's setting, with Valve Corporation's first-person shooter title Half-Life cited as a direct inspiration. However, in contrast to Half-Life, the player is given the ability to influence the outcome of some scripted sequences, which can often involve the injury or death of other characters, sometimes with immediate or delayed repercussions depending on the player's actions. Over fifty in-game cut scenes were produced for Elite Force, in addition to computer-generated cinematics. In addition, large portions of the USS Voyager were recreated from the series to enhance the player's immersion in the Star Trek setting.

The development of a PlayStation 2 version of Elite Force was announced in late 2000. Whereas the original version of Elite Force had been published by Activision and developed by Raven Software, the PlayStation 2 version was published by Majesco Entertainment and developed by their in-house studio, Pipe Dream Interactive. Elite Force was to be the second PlayStation 2 project undertaken by Majesco. The PlayStation 2 version of the game includes most of the same content as the computer version of the game, albeit that the game's graphics were simplified slightly for the console. Due to the lack of online support for the PlayStation 2, the port only allows for four players to compete in a multiplayer game. Pipe Dream paid particular attention to adjusting the controls of the game to suit the PlayStation 2's gamepad, introducing an auto-aim feature to assist the player.

The original release of Elite Force was a critical success, scoring 86 percent on Metacritic and GameRankings. Although sales figures for Elite Force have not been released, the game's sales were reported to have significantly contributed to Activision's revenues for the second quarter of 2000. Praise was bestowed on the game's story, level design, gameplay and graphics, although criticisms focused on the perceived short length of the game's single-player campaign. In addition, Elite Force was recipient to several Editor's Choice commendations from individual publications.

A number of reviews praised Elite Force's gameplay and level design. The battles were described by GameSpot as *"particularly intense"*, enhanced by friendly NPCs being *"surprisingly responsive"* in combat, giving the player the sense that they are *"not doing all the fighting by [themselves]"*. While GameSpy voiced the view that Elite Force does not deviate radically from other games in the genre, it stated that *"what it does do, it does extremely well"*. Admiring the game's pacing, GameSpy noted that the use of periods with character interaction rather than combat helped prevent the game becoming a *"continuous onslaught"* and allowed the story to flow smoothly, a point echoed by GameSpot.

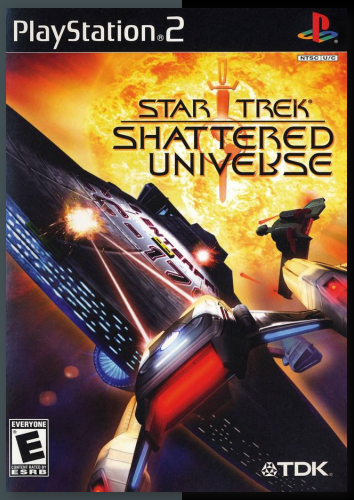
Elite Force's attention to immersing the player within the Star Trek universe was praised as one of the stronger points of the game; GamePro suggested that even people who were not fans of the franchise *"will marvel at the amount of detail in the ships and characters"*, further praising the game's *"faithful"* recreation of key sets of the USS Voyager in the TV series. Many reviewers were positive towards the game's story, GameSpy suggesting that the plot *"really draws you in"*, while IGN praised the story as one in stark contrast to many of the poorly produced storylines used in the TV series. However, many reviewers felt that the game's single-player campaign was too short, while others felt the game's closing levels were disappointing.

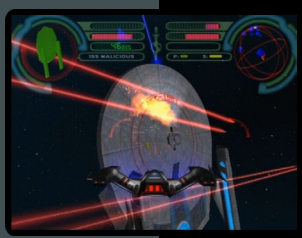
Although the original PC version of Elite Force gained critical acclaim, the PlayStation 2 port received a more negative reception. Majesco's port of the game garnered mediocre reviews, holding scores of 54 percent and 52 percent on Game Rankings and Metacritic respectively. While the level design, story and atmosphere were praised, critics were negative towards what was seen to be a poorly performed port, with complaints focused on difficult controls, graphical problems and frame rate issues. In addition, the artificial intelligence was deemed to be significantly worse than the earlier PC incarnation of the game. Several reviews suggested that Majesco had simply not put effort into the port, resulting in a level of quality behind that which was expected of PlayStation 2 games at the time.

Star Trek: Shattered Universe

4.2

Developer	Starsphere Interactive
Publisher	TDK Mediactive
Release date	(us) January 13, 2004
Genre	Action, Simulation
Mode	1 Player





Star Trek: Shattered Universe is a space simulator set in the Star Trek Mirror Universe, as portrayed in the original series episode "Mirror, Mirror". Originally intended to be one of the last Star Trek titles released by Interplay Entertainment, it sat for 2 years before being completed by TDK Mediactive; it was released for the Xbox and PlayStation 2.

In the game, Captain Hikaru Sulu and the crew of the USS Excelsior swap places with the crew of the mirror universe ISS Excelsior as a result of a localized stellar ion storm. They are hunted by Mirror-Chekov, who commands the ISS Enterprise, and assisted by the Klingons and Romulans. During their trek home, the Excelsior crew encounter mirror universe variations of the original series' missions, including the M5 multitronic computer (The Ultimate Computer), Balok (The Corbomite Maneuver), the giant space amoeba (The Immunity Syndrome), and the Planet Killer (The Doomsday Machine).

While the game takes place at some point during the era of the Star Trek films, it is unclear exactly when. The Enterprise-A has not yet been decommissioned, but Sulu is in command of the Excelsior, placing the game somewhere in the time frame after Star Trek VI: The Undiscovered Country. However, in the mirror universe, Spock has not yet completed his coup d'état—the Empire contacts Mirror-Chekov several times during his mission to capture Sulu—but there is still much time for that to occur in the mirror universe timeline.

The player takes control of one-man fighter spacecraft and engages in several mission. To get out of a wormhole, the player-character must blast through 19 missions of space combat, armed with phasers and torpedoes. Players will have to take on scouting missions as well as heavy attacks, passing asteroid belts and space stations. They are not limited to flying familiar ships - 6 new ones have been created for the game, and Romulan and Klingon fighters are available to switch to.

The game received "generally unfavorable reviews" on both platforms according to Metacritic.

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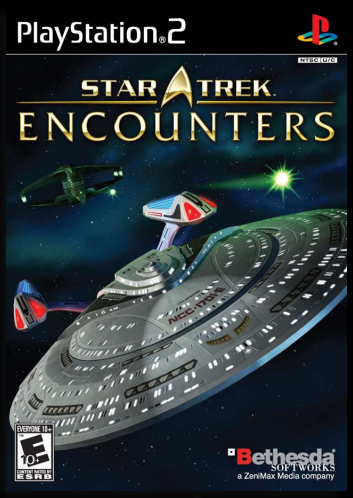

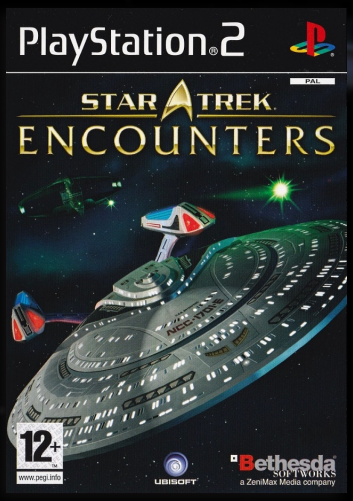

Star Trek: Encounters

Developer	4J Studios
Publisher	Bethesda Softworks, (eu) Ubisoft
Release date	(us) October 4, 2006
Genre	Simulation, Shooter
Mode	1-2 Players

Star Trek: Encounters, developed by Scottish studio 4J Studios, is an arcade style shoot 'em up game, and features ships and characters from all five Star Trek series: Star Trek: The Original Series, Star Trek: The Next Generation, Star Trek: Deep Space Nine, Star Trek: Voyager, and Star Trek: Enterprise.

In the Skirmish section of the game, single and multiplayer options are available, although objectives remain the same in both modes.

"Head-to-Head" mode gives the player the chance to choose a ship to control, including unlocked ships from enemy factions, and to choose an opponent ship to fight against. The player then sets the score limit, or the number of frags.

In "Battlefest", the player chooses a pre-set group of three ships to fight another group of three ships. The player first starts with Ship 1, as does the enemy. When the first ship of either the player or the enemy is destroyed, the player or enemy respawns with Ship 2, then Ship 3 if Ship 2 is destroyed. The first to destroy all three of the opponent's ships wins.

"Onslaught" allows the player to only choose from the Starfleet ships currently unlocked in the game. Once a starship has been chosen, the player must continuously fight against an unending wave of ships. The goal is to destroy as many waves as possible. Waves become progressively more difficult to defeat, with more powerful ships in greater numbers with each new wave. In some intermittent waves, the player receives the message "Destroy the Station!", in which the player must defeat the Romulan Nestar Station and its probes.

The story portion of the game consists of six sections. Five are based on television series (Star Trek: Enterprise, Star Trek: The Original Series, Star Trek: The Next Generation, Star Trek: Deep Space Nine, and Star Trek: Voyager), whilst the sixth section is based on the Enterprise-E, which first appeared in Star Trek: First Contact.

There is no overall story connecting the different sections (unlike in, say, Star Trek: Legacy); instead, each section has a self-contained storyline.

The Enterprise missions involve defending Earth from the Xindi threat.

The Original Series missions take place between Star Trek II: The Wrath of Khan and Star Trek III: The Search for Spock.

The Next Generation plot involves the Romulans.

The Deep Space Nine missions are set during the Dominion War.

The Voyager missions involve the Kazon and the Borg.

The Enterprise-E missions start off with the Enterprise battling Orion Raiders, who have created a superweapon powered by antimatter.

The game received "mixed" reviews according to Metacritic. Common criticisms included the lack of an overall storyline, poor graphics and controls, events which did not fit into established Star Trek canon, and repetitive, poorly implemented gameplay.

Juan Castro of IGN felt that the game didn't feel like a Star Trek game, arguing that *"it feels much closer to playing a videogame about radio-controlled cars, only with a Star Trek skin. Sure, Encounters has phasers, sensors and photon torpedoes, and they even sound and look like their TV counterparts, but combat is less than riveting,"* and *"Encounters suffers from a dire lack of Star Trek. There's very little point in using the Star Trek license without exploiting its greatest assets. Unfortunately, that's exactly what happens here. Take away the name and there's little here that resembles the long-running franchise at all. And while playing through different eras of the Trek timeline is a great concept, and definitely has its appeal, the actual gameplay doesn't do it justice. It's a bargain title, but even gamers strapped for cash need to know Encounters is Star Trek only in name, not in function."*

Greg Damiano of Game Revolution said that *"the game itself does nothing to draw you in. William Shatner delivers surprisingly muted, anonymous introductions to each episode before a series of anonymous text boxes explain your objectives. A little radio chatter would punctuate the action, but the game is deadly silent. Encounters throws a few hooks out there, like a planet-killer boss, but it doesn't follow through. If I saw that planet-killer kill a planet, I would be interested in stopping it...but it doesn't, so meh! Who stays with a game that can't follow through like that?"*

Benjamin Turner of GameSpy stated that *"the controls are surprisingly awkward; this may be by design, but it's certainly not necessary. Tutorials will get you up to speed, but the game is still annoying to control in the heat of combat. Particularly irksome are the target lock-on and firing controls, which occupy R2 and R1. My right hand slowly turned into a twisted claw as I maintained a death grip on the lock-on button while trying to also nudge fire. Eventually I had to hold the controller in a whole new way just to alleviate the hand pain."*

Kevin VanOrd of GameSpot was especially critical of the gameplay, stating that *"the gameplay is a mishmash of mediocre game design, simply stretching the combat as far as possible. In fact, cheap deaths and empty periods of absolutely nothing extend the missions longer than necessary. It's a short campaign, but it wears on seemingly forever since there just aren't a lot of fun activities to do. There's no exploration in the game, yet you'll be flying for extended stretches to get from point A to point B without anything new to see or eye candy to gawk at. Other attempts to break up the tedium are hit or miss. Objectives requiring you to beam crew members elsewhere or use a tractor beam to escort a damaged ship to safety are fine. Others, like following a rogue enemy's warp trail, are boring and frustrating. Losing the trail for more than a few seconds ends the mission, and the random minefields that just happen to be littering the path provide cheap deaths."* He concluded, *"No Trekkie wants to hate a game based on his or her favorite universe, but it's impossible to expect even the most stalwart devotee to like Star Trek: Encounters, even at its low price point. It fails at almost every conceivable level, both as a game and as a licensed product. If you've been waiting for a Star Trek game, spare yourself the frustration and keep waiting, since your imagination is bound to be more appealing than this budget-priced fiasco."*

Star Trek: Conquest

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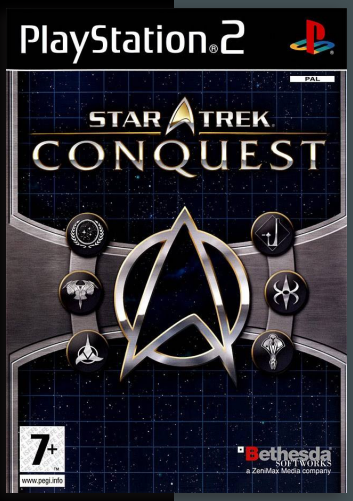

Developer	4J Studios
Publisher	Bethesda Softworks, (eu) Koch Media
Release date	(us) November 20, 2007
Genre	Turn-based strategy
Mode	1 Player

Star Trek: Conquest, released for the PlayStation 2 and Wii, is set in the Star Trek universe. The game features both turn-based strategy and real time strategy gameplay.

The game is set in the Star Trek: The Next Generation era, with players able to choose six groups and races: Federation, Klingon, Romulan, Breen, Cardassian and Dominion. These races are the main combatants of the Dominion War featured in Deep Space Nine.

Conquest is played in turns. Each turn allows the player to purchase facilities or ships, construct Special Weapons or commission an Admiral. Fleets can move between friendly and attack enemy systems as well, but if players engage in combat, they must resolve it immediately.

The goal is to conquer the galaxy by eliminating all enemies by taking their Home World.

If players lose their homeworld, they will no longer be able to commission Admirals or construct Special Weapons.

Skirmish mode allows players to set up battles without playing the campaign. Victory is achieved by destroying all of the opponent's ships. Some options will be unavailable until unlocked through the Campaign-mode.

Players begin Campaign mode with one free Admiral. Each Admiral comes with a Cruiser and can have up to seven ships. Admirals are commissioned/purchased at the player's homeworld, and come in various types which offer bonuses to players depending on their type: Attack, Defense, or Movement.

Each battle gains experience. Once enough experience is gained, the Admiral will rise in promotion and earn improved abilities. Each Admiral starts at rank one and can move up to rank five. However, if he or she is defeated, all experience will be lost.

The PlayStation 2 version received "mixed" reviews, while the Wii version received "generally unfavorable reviews", according to Metacritic.

Star Wars Starfighter

8.4

Developer	LucasArts
Publisher	LucasArts, (eu) Activision, (jp) Electronic Arts Victor, (us) SCEA
Release date	(us) February 19, 2001
Genre	Simulation, Action
Mode	1 Player

J N P

Star Wars: Starfighter is set in the Star Wars universe and takes place right before the Battle of Naboo. Players take control of the three main characters: Rhys Dallows, Vana Sage, and Nym, each with their own perspectives on the events surrounding the battle for Naboo. Each character has their own ships for players to fly, with both positives and negatives attached, but either way they must stop the Trade Federation and their plans to destroy the peaceful planet.

The game was met with positive to average reception. Official UK PlayStation 2 Magazine gave the game a 9/10 in their 6th issue, describing it as a *"cool Episode 1 spin-off that puts you in the pilot seat."* In Japan, Famitsu gave the PS2 version a score of 30 out of 40.

Star Wars: Super Bombad Racing

7.1

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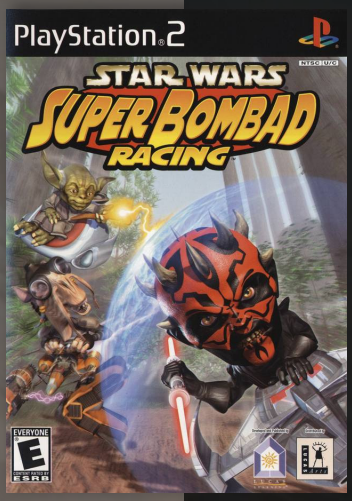
Developer	Lucas Learning
Publisher	Lucas Learning, (eu) LucasArts
Release date	(us) April 23, 2001
Genre	Racing
Mode	1-2 (4) Players



Star Wars: Super Bombad Racing is a racing game with characters from Star Wars: Episode I, Star Wars, and Return of the Jedi. The playable characters are portrayed in the super deformed style (featuring unusually large heads and small bodies). This game is available on PlayStation 2 only, as the Dreamcast, Windows, and Apple Macintosh versions were cancelled due to poor sales of the PS2 edition.

While flying around familiar landscapes (Tatooine, the underwater village Otoh Gunga and a driod control ship in orbit over Naboo) the player-character can use the many weapons and power-ups that litter the tracks, as well as using moves that is character specific. For example. Jar-Jar uses his tongue to grab onto anyone in front of him, so he can catch up, while Darth Maul throws his double edged lightsaber as a weapon.

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PlayStation®2

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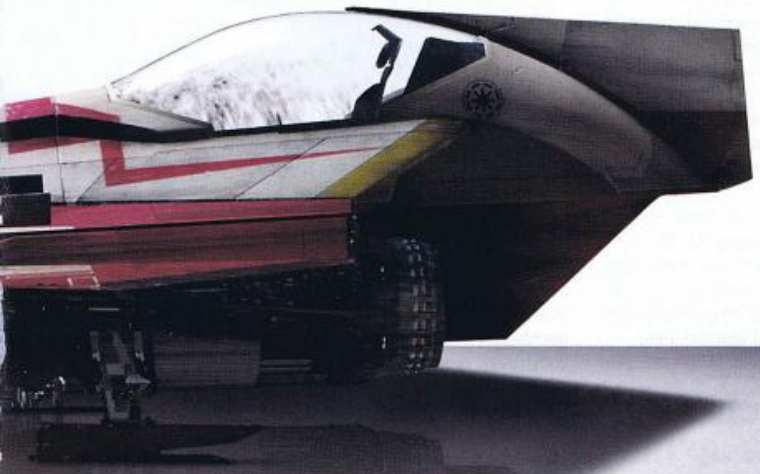

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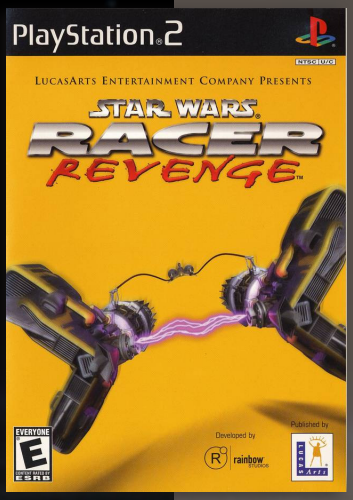
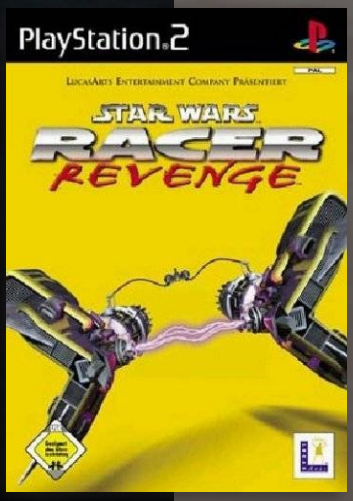
Star Wars Racer Revenge

7.3





Developer	Rainbow Studios
Publisher	LucasArts, (us) SCEA
Release date	(us) February 11, 2002
Genre	Racing
Mode	1-2 Players

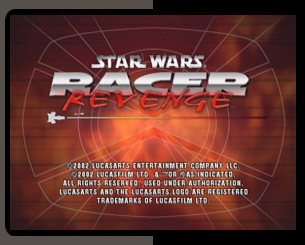
Star Wars Racer Revenge is a Star Wars game that involves high-speed podracing. It is the sequel to Star Wars Episode I: Racer, and released in 2002 exclusively for the PlayStation 2, and was later added to the PlayStation Store for the PlayStation 4.

Racer Revenge is a high-speed racing game utilizing podracers, multi-engine chariot-like craft driven by a single pilot. The story takes place eight years after the events of Star Wars: Episode I The Phantom Menace. Famous racer Sebulba seeks revenge on Anakin Skywalker, who eight years prior defeated him on the Boonta Eve Classic.

Players can select one of many characters of varying species, each with their own unique podracer. Attributes for each podracer vary, and include things such as acceleration, top speed, and durability. Races are held throughout the Star Wars universe on many different planets. The player can choose from three different modes to compete with their character. Unlike it's predecessor, the player is unable to continue racing if they crash their pod.

Single Play allows the player race in one of three ways: Single Event, Practice, or Time Trial. Single Event lets the player race on any unlocked track. They can choose between 1 and 25 laps. Practice lets the player determine how many pods they go up against (from 1 to 8), and Time Trial is just the player against the clock for the best lap time. Tournaments feature races across 13 tracks. The player character must attempt to finish first while destroying as many rival pods as possible. Each race has a total prize for getting first, as well as Watto's Bribes, which multiplies winnings by a percent, depending on how many pods were destroyed. Each race has a par number of kills, usually 2 or 3, which must be completed in order to completely max out the player's pod's stats. Lastly, two placers can compete in a Vs. Race on any unlocked track with any of the unlocked characters.

Star Wars Racer Revenge received "mixed or average" reviews, according to Metacritic.



Star Wars: Jedi Starfighter

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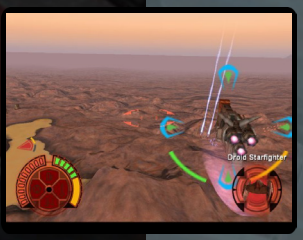


Developer LucasArts
Publisher LucasArts, (eu) Activision, (jp) Electronic Arts Victor
Release date (us) March 10, 2002
Genre Simulation, Action
Mode 1-2 Players

Star Wars: Jedi Starfighter is a 2002 action game for the PlayStation 2 and Xbox. Released before Star Wars: Episode II – Attack of the Clones opened in theatres, it is the sequel to Star Wars: Starfighter.

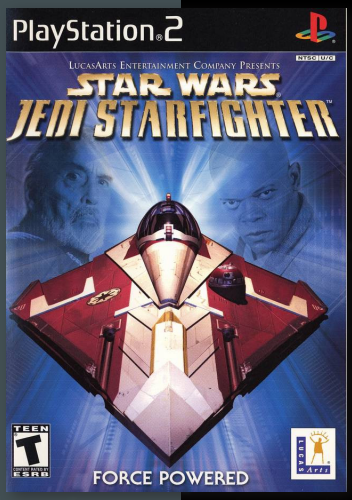
Set before and during the Battle of Geonosis, the story features Jedi Master Adi Gallia and the hot-headed pirate from the previous game, Nym, as Gallia tests out the Republic's new weapon: the Jedi Starfighter.

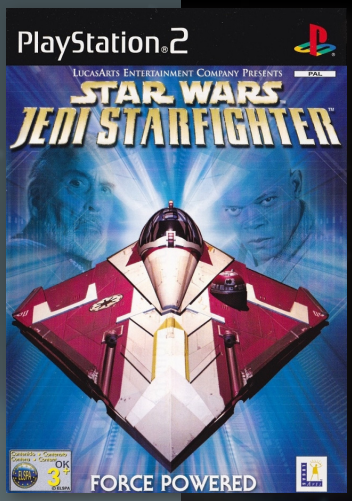
In the game, the player controls different star fighters from the Star Wars Universe. Each mission revolves around protecting friendly ships and destroying enemy ships. Each mission also has one bonus and one hidden objective completing of which unlocks bonus missions, videos, and starfighters. In Cooperative mode, the second player either controls a ship or a turret, depending on the mission.

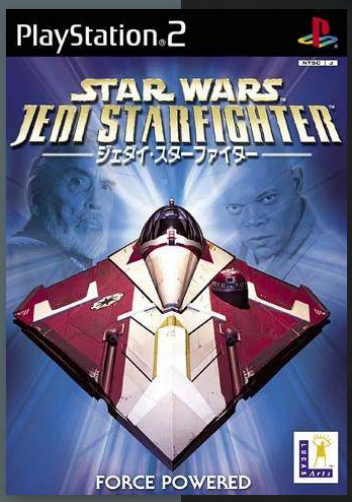
Starfighters are equipped with different weaponry which can be highly effective in certain missions. The use of the force weapons in the Jedi Starfighter present a unique aspect to the genre. Force weapons are activated by holding a button which begins to turn the screen purple, and releasing it before the screen becomes white. Holding the button for just the right amount of time will cause the force weapon to last longer or destroy more targets. Holding it too long or too short will reduce its effectiveness. Although unlimited in number, force weapons take several seconds to "recharge" while Adi is regaining her mental strength.

Jedi Starfighter was met with positive reception upon release. GameRankings and Metacritic gave it a score of 81.96% and 81 out of 100 for the PlayStation 2 version, and 78.35% and 78 out of 100 for the Xbox version.

Official UK PlayStation 2 Magazine thought highly of the game, giving it a score of 8 out of 10 and describing it in this way: *"Starfighter returns with a few welcome innovations."* In Japan, Famitsu gave the PS2 version a score of 32 out of 40.







J N P

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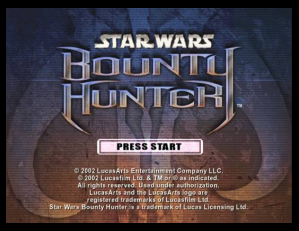
Star Wars Bounty Hunter

6.5



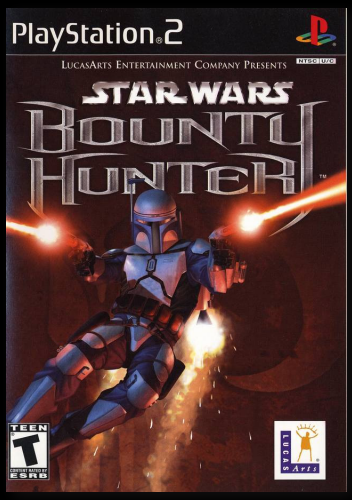
Developer	LucasArts
Publisher	LucasArts, (jp) Electronic Arts, (us) SCEA
Release date	(us) November 19, 2002
Genre	Third-person shooter
Mode	1 Player

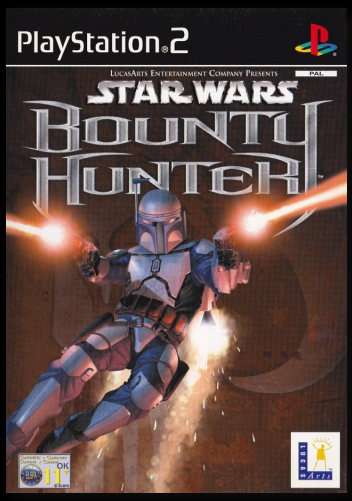
Star Wars: Bounty Hunter (released in Japan as Star Wars: Jango Fett) is a Star Wars game released for the GameCube and PlayStation 2. In the game, the player controls the Mandalorian bounty hunter Jango Fett, featured in the 2002 film Star Wars: Episode II – Attack of the Clones, to which this game serves as a prequel.

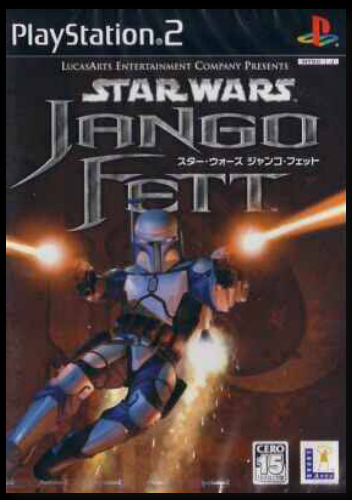
The main objective of Star Wars: Bounty Hunter is to hunt Dark Jedi Komari Vosa. During the game, it is revealed why Jango Fett was chosen as the template for the Grand Army of the Republic, how Boba Fett, his cloned "son" was born, and how Jango acquired Slave I.

Star Wars: Bounty Hunter is played from a third person perspective. Jango Fett has access to a wide array of weapons in the game; from his trademark blaster pistols to flamethrowers to jetpack-mounted missiles. In game, Jango can make use of his acrobatic abilities by somersaulting and jumping to the side to backflipping to avoid enemies. He automatically targets enemies, and holding a button allows Jango to move around an enemy while keeping them targeted. If the player is using Jango's blaster pistols, up to two enemies can be targeted at the same time.There are also many pickups, powerups, and items to help along the way. In every level, there is a primary objective and several secondary objectives, relating to the capture of several bounties; bounties are found and marked using his ID scanner, which switches the game to first-person perspective.

Amassing enough credits unlocks concept art. Each level also has a secret feather, which, unlock cards from the ccg by Wizards of the Coast ; if all feathers are found, bonus footage is unlocked. After every level, pages of the comic Open Seasons are unlocked for viewing, and after completing chapters, "blooper reels" for the cutscenes in that chapter are unlocked.







J N P

Star Wars: Bounty Hunter began life when LucasArts was asked to make an Episode II-based game which featured the character Jango Fett. In March 2001, game design documents were presented, and development began shortly after.

Jon Knoles revealed in an interview that they wanted to develop Jango into the ideal action-based video-game character and that he was to be exciting to watch and fun to play. Secondly they wanted to develop a story that fleshed out Fett's character more fully than in Attack of the Clones, while at the same time remaining true to the spirit of his character as seen in the film. It was imperative to not dull the game with a slow story and leaden script; as such, their goal was to work a fine balance between backstory, narrative, and action-packed gameplay. Knoles said Jango Fett was developed to be an extension of the player's will, the ideal vessel through which the player could live out the fantasy of being the galaxy's most dangerous bounty hunter. His movement and animation blending system was designed to automatically react to other world objects and to never be unable to use his weapons or devices in any situation. The jetpack was originally designed to be used in areas specifically designed for its use. When the team got it working, they changed their minds and implemented a rechargeable timer on it so the player could use it anywhere for a limited time. Knoles had previously been involved in the development of the Super Star Wars trilogy for the Super Nintendo and often referred to those games when describing certain aspects of Star Wars: Bounty Hunter to the team. At the most, the crew was over fifty people that were working on the game, excluding Industrial Light & Magic (ILM).

The PlayStation 2 and Nintendo GameCube versions of the game have different custom in-house graphics engines, each designed specifically to take advantage of the two platforms' unique strengths and work around their unique limitations, but the core game engine is identical. In the PS2 version, they took advantage of both vector unit (VU) chips to drive the graphics to maximum performance. The DMA bandwidth was taken advantage of to use a high number of textures. There is full-screen antialiasing and texture mip mapping support. They used the second VU1 chip to handle all the character skinning and VU0 to handle all the skeletal animation transforms. Which enabled dozens of characters to be on-screen without bogging down the frame rate. They had 10 individually optimized rendering loops on VU1 to speed up the rendering process. Their PS2 graphics engine could move 10,000,000 triangles per second, and adding the gameplay, collision, logic, textures, sound would go down accordingly to around 30,000 to 50,000 triangles per frame, all at an average frame rate of 30 frames per second.

In the Nintendo GameCube version, they took advantage of the system's fast CPU to achieve a higher frame rate, and added more polygons to characters, especially Jango, who has roughly twice the polygon count on GameCube. The GameCube's texture compression allowed them to use high-resolution textures. Texture compression also allowed for improved color variance on textures. Mip mapping support across the board on all textures helped provide a rich and consistent environment. They exploited additional memory to improve load times. They implemented projected shadows on all the characters and an increased draw distance to allow for vista views.

Level design began with what designer Michael Stuart Licht referred to as spatial studies. Design began with paper cut outs of various rooms. Licht would rearrange these rooms until he found a design that he felt worked. The papers had design ideas written on them so that other developers could understand the overall flow of each level. Bubble diagrams were then created which represented main ideas for each space. This was followed by various stages of overview drawings and other drawing studies. 3D level design began after such studies were completed. In-game cinematics were created by ILM, and marked the first collaboration between LucasArts and ILM. Composer Jeremy Soule wrote music for the game, including both cutscenes and gameplay. The characters Jango Fett and Komari Vosa have their own leitmotifs. Both Temuera Morrison and Leeanna Walsman reprise their roles from the Attack Of The Clones as Jango Fett and Zam Wesell, respectively.

Bounty Hunter received average to positive reviews. GameRankings and Metacritic gave it a score of 71.06% and 67 out of 100 for the GameCube version, and 69.26% and 65 out of 100 for the PlayStation 2 version.

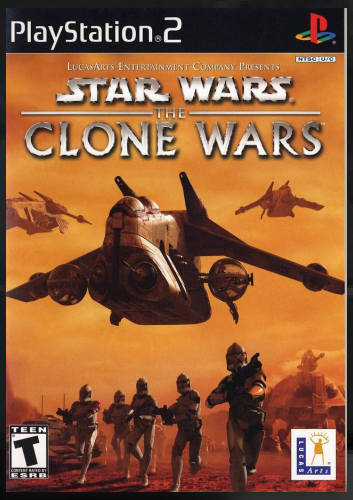
PlayStation Official Magazine gave the game an above-average 7 out of 10, complimenting the core shooting and production values, but criticizing its repetitive nature: *"A Star Wars-themed 3D shooter with some optional bounty hunting. Good fun, but it promised more."* IGN awarded the GameCube version of the game 8.3 out of 10, and the PS2 version 8.2. Praising the graphics, sound, length and level designs, they criticized the implementation of the bounty hunting system; *"The whole process is pretty clunky, and there should have been a way to streamline this to make it more fluid - especially in the heat of a battle when your mark is mixed in with four or five other opponents. It works the way it is for sure, but it certainly could have been fixed to be more intuitive than it currently is."* In the end, however, they found the game to be one of the better Star Wars tie-in games; *"Star Wars Bounty Hunter is a solid, if not technically challenged third-person action/adventure. Successfully combining our favorite aspects of the Star Wars universe with a clever stage design and a fantastic presentation, LucasArts has done a great job in suppressing the myth that games based on the Skywalker universe aren't any fun. A definite recommendation for Star Wars fans, Bounty Hunter isn't necessarily built for everyone, but for those of you out there who just can't get enough of this stuff, it's one of your better choices for this or any holiday season."*

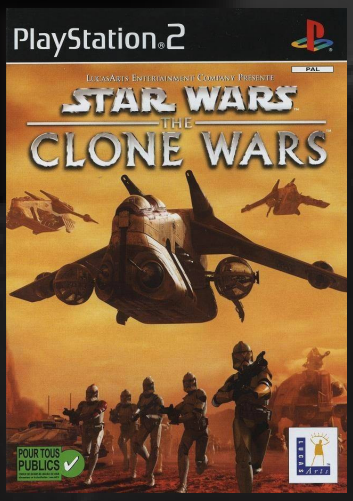
Less impressed was GameSpot, who awarded the GameCube version 6.5 out of 10 and the PS2 version 5.4. They found the technical issues of the game to be too significant; *"Bounty Hunter suffers from an array of technical problems that have plagued other third-person action games. You can move the camera perspective using the right analog stick, but the camera will still cause you some major headaches when in tight corridors or when trying to draw a bead on a specific enemy. Often it'll automatically swivel to point you in entirely the wrong direction. Clipping and collision-detection issues also abound."* They also criticized the graphics and the overall gameplay, concluding that *"Star Wars Bounty Hunter may have all the basic ingredients needed for a solid third-person action game, but it falls flat in the execution and is far too often cumbersome, confusing, or in some other way un-fun to be recommendable on its own merits. Serious Star Wars aficionados should enjoy the game's story, but they'll be forced to slog through a lot of tedious action to see how it pans out."*

Jango Fett: Open Seasons was produced as a tie-in comic, composed of four issues released between May and September 2002, and compiled in a trade paperback edition in January 2003. The comic shows the origins of Jango and how he became a Mandalorian warrior. A portion of the comic was available as unlockable bonus material in the game. Prima Games also released Star Wars: Bounty Hunter: Prima's Official Strategy Guide.

Star Wars: The Clone Wars

7.2





Developer	Pandemic Studios
Publisher	LucasArts
Release date	(us) December 10, 2002
Genre	Action
Mode	1-2 Players

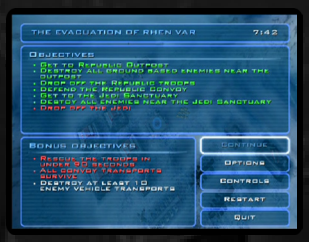
Star Wars: The Clone Wars, released for GameCube, PlayStation 2 and Xbox, mostly consists of vehicular combat, such as clone war ships, starfighters, speeder bikes and tanks, although there are a few times on certain missions where the player controls Anakin Skywalker and Mace Windu.

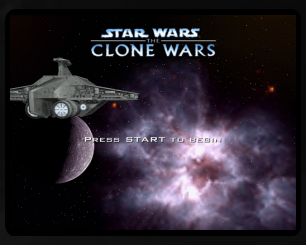
Beginning where Star Wars Episode II: Attack of the Clones left off, players must take control of either Anakin Skywalker, Mace Windu or Obi-Wan Kenobi and lead the Republic Army against the Confederacy of Independent Systems.

The Clone Wars picks up with Mace Windu escorting the Jedi ambush to the Geonosis arena, which leads to the Battle of Geonosis and the start of the Clone Wars. After the Battle of Geonosis, Anakin and Obi Wan are sent to patrol a dead part of Republic sector, until a massive Confederate fleet ambushes the strategically useless planet of Rhen Var. After this, Anakin, Obi Wan soon discover that there may be something darker behind the invasion of Rhen Var. They find out about the Dark Reaper, an evil and powerful Sith device that could harvest the power of the living and use it as a concentrated weapon. Now it is up to the Republic to prevent this weapon from ever activating and destroying the galaxy.

The game is split up into two segments, vehicles and third-person person Jedi fighting. The vehicle segments involve most vehicles from the Star Wars universe: STAPs, tanks, AATs, AT-XTs, and Republic gunships. The controls used involve primary and secondary fire, acceleration and a special ability that changes from vehicle to vehicle. The Jedi segments use basic lightsaber slashing and two force powers, which rely on a force power bar, lightsaber throw and force push.

The game achieved mixed to positive reception. GameRankings and Metacritic gave it a score of 75.33% and 73 for the GameCube version; 70.46% and 72 for the PlayStation 2 version; and 74.74% and 71 out of 100 for the Xbox version.





Star Wars Episode III: Revenge of the Sith

6.0

Developer	Double Helix Games
Publisher	LucasArts, (jp) Electronic Arts, (us) SCEA
Release date	(us) May 4, 2005
Genre	Action-adventure
Mode	1-2 Players

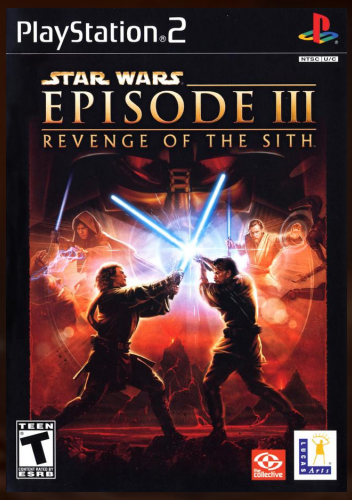
Star Wars: Episode III - Revenge of the Sith is an action game that follows the story of the Star Wars movie with the same name.

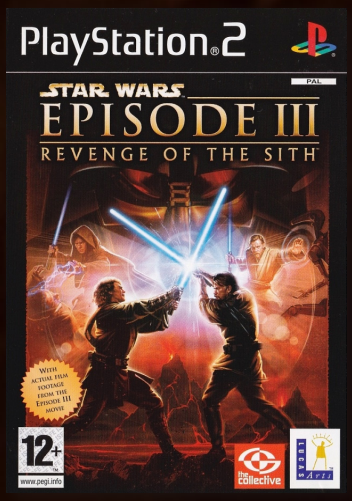
The player alternates between playing as Anakin Skywalker and Obi-Wan Kenobi, reliving various scenes from the film through the game's missions. There are 17 levels, interlaced with over 12 minutes of footage from the movie. The game's combat system is heavily concentrated on lightsaber combat. Each of the playable characters (with the exception of the MagnaGuard) is equipped with at least one lightsaber. There are three basic attacks: fast attacks which do the least amount of damage, strong attacks which do more damage but are slower to execute, and the slowest but strongest critical attacks. These attacks can be mixed to create combination attacks. Attacks can also be charged up for greater strength. One feature of the game is called a Saber Lock - a sequence in which the player's character clashes swords with an opponent.

The game features an experience system, whereby the player's character can upgrade attacks and gain new ones as they progress through the game. Each ability, with the exception of the Force Dash, can be upgraded to more powerful levels. In addition to offensive techniques, defensive techniques are also available. Aside from saber combat and force powers, each character has a number of physical attacks that can be incorporated into combos. Nearly all characters have a kick which can instantly floor opponents. A number of characters also have the ability to punch their opponents. The game environment is interactive, allowing, and in some cases requiring, the player to take such actions such as moving and destroying objects with the lightsaber or force powers.

The game also feature a multiplayer duel mode, in which two players face off against each other in a lightsaber battle.

The game received average to mixed reviews upon release.





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- Fly famous craft such as X-Wings and TIE Fighters and strafe your opponents.

PlayStation.2

PlayStation®2 Online play requires Internet connection and Network Adaptor for PlayStation 2 (sold separately). Xbox Live™ requires broadband internet service, connection via Ethernet cable (not included) and Xbox starter package (sold separately). Online play subject to online terms of use as may be available online at www.starwarsbattlefront.com Internet connection required for online gameplay. Players are responsible for all applicable Internet fees. EA and its Licensors reserve the right to terminate any online support ofthis product at any time. LucasArts and the LucasArts logo are trademarks of Lucasfilm Ltd. *Star Wars Battlefront* is a trademark of Lucasfilm Entertainment Company Ltd. Pandemic and the Pandemic logo are registered trademarks and/or trademarks of Pandemic Studios, LLC in the United States and/or in other countries, respectively. ©2004 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. & ™ as indicated. All rights reserved. All other trademarks are the property of their respective owners. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft Xbox, Xbox Live, the Live logo, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. E6528

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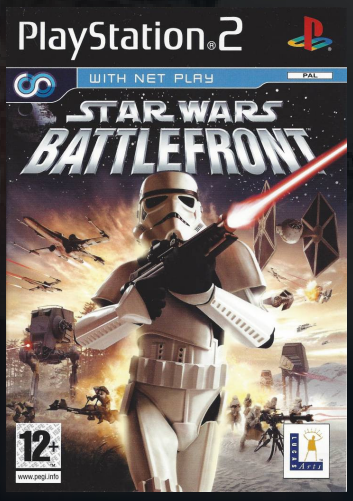


JNP

Star Wars: Battlefront

Developer	Pandemic Studios
Publisher	LucasArts, (jp) Electronic Arts
Release date	(us) September 20, 2004
Genre	First-person/third-person shooter
Mode	1-2 (16) Players

Star Wars: Battlefront is a first- and third-person shooter based on the Star Wars film franchise. Developed by Pandemic Studios and published by LucasArts, it is the first game in the Star Wars: Battlefront series. It was originally released on PlayStation 2, Xbox and Windows to coincide the release of the Star Wars Trilogy DVD set. The game is primarily played as a conquest game, however other modes such as Galactic Conquest bring strategy elements to the title.

Star Wars: Battlefront encompasses battles between four main factions from both the original and prequel trilogies: the Galactic Republic and the Confederacy of Independent Systems (CIS) from the prequel era, and the Rebel Alliance and Galactic Empire from the original trilogy. In each faction, five different classes of character become available. Four main classes are similar for each faction, infantry, heavy weapons, pilot and sniper, while the fifth is unique. Each faction also has a non-playable hero character that participates in battle for a limited amount of time: Count Dooku (CIS), Mace Windu (Republic), Luke Skywalker (Rebels), and Darth Vader (Empire).

Gameplay in Battlefront is conquest-based. Each faction has a finite amount of reinforcements, and each is given control of a set number of command posts in a given level. The object is to either eliminate enemy forces or capture and hold all command posts simultaneously for 20 seconds. Several ground and air vehicles are available on the battlefield. These range from the hulking AT-AT to the fast speeder bike and vary based on the level. There are more than 25 vehicles in-game. Some larger vehicles also function as mobile command posts, which cannot be captured, but are lost if the vehicle is destroyed. In addition, some maps have indigenous forces. These can be neutral to both factions, such as Jawas, hostile to one faction, such as Wookies, or hostile to both factions, such as Tusken Raiders. Command posts belonging to hostile natives can also be captured to minimize their presence.

The PlayStation 2 and Xbox versions could accommodate up to 32 players online or played in splitscreen mode with two players. The PlayStation 2 version utilizes specialized GameSpy servers, while the Xbox utilized Microsoft's Xbox Live network. Xbox online play is no longer available as the original Xbox Live servers were shut down on April 15, 2010.

While the game is played similarly in every mode, each is a unique scenario which utilizes mode-specific features to further extend gameplay. Three modes are presented to the player: Campaign, which serves as the game's story mode, Galactic Conquest, in which the player must conquer planets, and Instant Action, which allows the player to select the battle they wish to not play and adjust settings such as reinforcements to their liking.

Campaign groups several battles together in a set order loosely based on the historical campaign of either the Clone Wars or the Galactic Civil War. As Epi-

sode III had not been released at the time, the Clone Wars campaign ends with the Battle of Kashyyyk. Footage from the five films then released are used as cutscenes between battles. The player starts the campaign as either a member of the Separatist army or an Imperial Stormtrooper. Around halfway through the chosen campaign the perspective switches to the Clone Troopers or Rebels. To maintain continuity, missions prior to the battle of Geonosis pit the Separatists against native forces only, and for the first two missions the super battle droid is unavailable, replaced with a standard battle droid.

In Galactic Conquest, the player uses strategy to take control of planets and dominate an area of the galaxy. First the player chooses a map configuration based on conflicts from both eras of Star Wars history. Some maps start both sides evenly while others favor one faction. Next, the player chooses which faction to play as. The game is played in turns, with the player starting first. The player can select an enemy-controlled or neutral planet to attack. After selecting what planet to attack, the player is able to activate a bonus from one of their already owned planets (if any). Each planet provides its own unique bonus, but must be captured before the player can use it. Bonuses help the player in battle by impeding the enemy or assisting the player's team. If one side manages to win four battles (not necessarily in a row), they gain access to their faction's Secret Base bonus. Secret Base bonuses are very powerful and can change the course of a game. They can be used on any enemy planet, except for the enemy's Secret Base. The game is completed when one faction controls all planets on the map.

Instant Action mode allows the players to jump right into a battle of their choice. The player can also customize a list of battles, which

then can be played through in the order they have chosen, or in a random order. Players can choose between playing as the Republic, the CIS, the Empire, or the Rebels on each of the maps, except Kamino, Geonosis, Endor and Hoth, which do not allow the player to select their battle era, as these follow their canonical settings. Players can also choose whether or not they would like to have heroes fight for each side.

Development for Star Wars Battlefront began at Pandemic Studios in 2002. Greg Burrod, executive producer on Battlefront stated *"We wanted to create an online shooter title for the Xbox, PS2, and PC which would allow for team strategy and would feature battles and worlds from every one of the six Star Wars films."*

Actor Temuera Morrison voiced the Clone Troopers, reprising his role from the Attack of the Clones film. Tom Kane voiced the character Admiral Ackbar and Yoda. Nick Jameson voiced Darth Sidious/Emperor Palpatine. Both Kane and Jameson have voiced multiple characters in the Star Wars universe, including reprisal of their respective Yoda and Palpatine roles in the 2008 series Star Wars: The Clone Wars.

The game received generally favorable reviews from critics, averaging approximately an 80% approval rating across all platforms at aggregate websites GameRankings and Metacritic. Critics praised the multiplayer component and the ability to play a part in major Star Wars battles, however the lacking single player component and poor AI were points of concern.

Computer Games Magazine nominated Battlefront for its 2004 "Best Soundtrack" award, which ultimately went to Battlefield Vietnam.

8.4

J N P

Star Wars: Battlefront II

Developer	Pandemic Studios
Publisher	LucasArts, (jp) Electronic Arts
Release date	(us) November 1, 2005
Genre	First-person/third-person shooter
Mode	1-2 (24) Players

Star Wars: Battlefront II is a sequel to 2004's Star Wars: Battlefront and the second game in the Battlefront series. The game was released on the PlayStation 2, PSP, Windows, and Xbox.

Battlefront II is fundamentally similar to its predecessor, albeit with the addition of new gameplay mechanics. The general objective in most missions is to eliminate the enemy faction. Like its predecessor Star Wars Battlefront, the game is split into two eras: the Clone Wars, with battles taking place between the Galactic Republic and the Confederacy of Independent Systems, and the Galactic Civil War, where battles between the Rebel Alliance and Galactic Empire take place. Players have the ability to choose between six classes during gameplay. Four class types are common to all factions; infantry, heavy weapon, sniper and engineer. In addition to the four standard classes, each faction has two unique classes which unlock by scoring a predetermined number of points. For the Rebellion faction, the Bothan Spy and the Wookiee; for the Empire, The Officer and The Dark Trooper; for the Republic, the Commander and the Jet Trooper; and for the CIS, the Magnaguard and the Droideka. Battlefront II also features heroes - a special class that allows the player to control iconic characters from the Star Wars universe. Heroes serve as a bonus to players, and are unlocked by meeting certain criteria, such as earning a certain number of points. Differences between Battlefront II and its predecessor include the ability to sprint and the ability to roll forward. In addition to utilizing heroes in conquest matches, the game also features a hero assault mode in which heroes are pitted against villains in a team deathmatch format.

Whereas Star Wars: Battlefront's campaign featured missions dependent on the chosen faction, Battlefront II contains only one campaign, called Rise of the Empire. This set of missions is presented as the narration from a veteran of the 501st Legion, beginning with an attack on the planet Mygeeto during the Clone Wars and ending with the assault on Hoth as depicted in The Empire Strikes Back. There are a total of 18 missions, four of which are optional space missions.

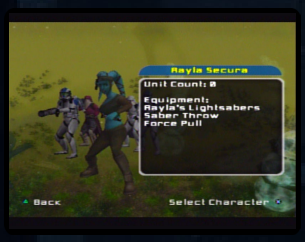
Like its predecessor, Battlefront II includes Galactic Conquest. In this mode, the player commands a fleet throughout the galaxy conquering and protecting planets, much like a game of Risk. When two opposing forces reach the same planet, the game switches to the traditional perspective, and the player must eliminate the enemy faction to gain control of that planet. Players gain credits for performing well which can be used to buy new character classes, a new fleet, or bonuses that provide additional support when attacking or defending a planet. While the PlayStation 2 and Xbox versions allow cooperative and competitive battles in Galactic Conquest mode through splitscreen gameplay, the PC version does not.

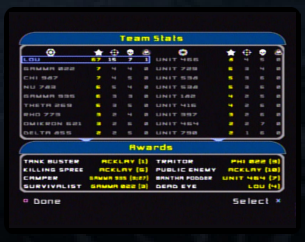
In Instant Action players can choose from any of the game's 24 maps, as well as any available eras and modes. Four other modes are included in addition to the traditional Conquest mode that was found in Star Wars: Battlefront; Hunt mode, Capture the Flag (CTF), which is available in 1-flag and 2-flag variants, Hero Assault and Space Assault.

In Conquest mode, players are required to capture and hold strategic points on the map, known in the game as command posts. Players capture command posts by standing near one until its holograph transitions to blue, indicating it is held by their forces. Players can capture both enemy command posts, which are designated red, and neutral command posts, which are white. For enemy command posts, enemy units can continue to spawn in the area until the post is de-energized and turns white. When all command posts belong to a given team, a twenty-second timer begins in which the opposing team must de-energize a command post or they lose. Alternatively, if one team eliminates all opposing reinforcements, they win.

In Hunt mode, players take on the role of the species indigenous to the chosen planet, or of a faction opposed to that species. The object when playing as the indigenous species is to repel the opposition, or to eliminate the indigenous species if playing as the opposing faction. In 1-flag CTF, both teams attempt to take a common flag and capture it at the enemy's base. This mode is the only one available on ground maps as well as in space. 2-flag CTF tasks players with stealing the enemy's flag and returning it to their base for points.

In Hero Assault, players control iconic Star Wars characters which are divided into two teams, heroes and villains. The sole objective is to be the first team to reach the number of required points, with each kill granting one point. Space Assault allows players to control a starfighter in order to destroy critical systems on the enemy's capital ship or destroy other enemy starfighters for points. The systems of an enemy capital ship can be destroyed in a starfighter by firing at key areas of the ship. Alternatively, players can land in the enemy hangar and sabotage critical systems internally. The game ends when one team has reached the required number of total points.





Star Wars: Battlefront II was announced on April 21, 2005, during Star Wars Celebration III held in Indianapolis, Indiana. Developer Pandemic Studios used their in-house engine, known as Zero to develop Battlefront II. The engine was used in Pandemic's other two Star Wars titles, Star Wars: The Clone Wars and the game's predecessor, Star Wars: Battlefront. As with Battlefront Lua was utilized as the game's scripting language. Battlefront II's release date would be set to coincide with the DVD release of Revenge of the Sith, similar to how Battlefront coincided with the release of the original trilogy on DVD. LucasArts looked to the fans for inspiration for Battlefront II, browsing forums and using other means to provide feedback for the sequel. Josh Resnick, founder of Pandemic Studios noted that it was difficult to get assets from Revenge of the Sith in order to build the related in-game assets. Peter Hirschmann, vice president of product development at LucasArts, detailed the immense efforts required to get the game to a playable state on the PSP. *"It was a huge 'pop the champagne' day if you got back one whole frame a second,"* he stated. LucasArts Engineers working on Indiana Jones and Star Wars development teams were brought in to help optimize game code.

Battlefront II was well received overall. It placed sixth in overall sales for 2005, according to the NPD Group. The PlayStation 2 version received a "Platinum" sales award from the ELSPA, indicating sales of at least 300,000 copies in the United Kingdom. The game's sales totaled 6 million copies by 2007.

Battlefront II was praised not only for having a much more engaging single-player storyline, but also for fixing many of the issues that plagued the original. Reviewers noted a slight improvement in the intelligence of AI units and praised new varied objectives to obtain victory. PlayStation World argued the strengthened single-player campaign was *"unrelenting"* and always a good challenge. Publications found the inclusion of space battles a welcome addition; however, GameSpot argued the addition of Jedi, though looking *"good on paper"*, did not end up *"feeling as epic"* as expected.

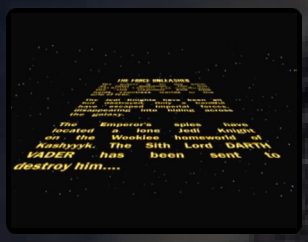
Game Revolution argued if the multiplayer was taken away, even the new campaign was not enough to make Battlefront II worth the buy. IGN claimed the game suffers from problems remaining from the original Battlefront, such as a lack of challenging AI characters in single player mode. Computer-controlled opponents and allies tend to run headlong into gunfire, wander off ledges, and walk into walls. IGN felt that these, along with redundant use of planets featured in previous Star Wars settings, were problems carried over from the original. X-Play hosts Adam Sessler and Morgan Webb gave the game a 4 out of 5, but criticized the online multiplayer.

Non-video game publications praised the quality of the game. CiN Weekly gave it a score of 92 out of 100 and stated *"The improved single-player games are worthwhile enough on their own, but if you can find well connected online matches, multiplayer games will keep you addicted for months."* The Sydney Morning Herald gave it a score of four stars out of five, saying, *"Space conflict complements ground-based action beautifully and jumping into the cockpit of an X-wing or TIE fighter is thrilling."*

GameSpy Technology scheduled a shut-down across all titles using the service for May 31, 2014, which included Star Wars: Battlefront II for PC, PS2, and Xbox. Electronic Arts announced it would extend support for Battlefront II until June 30, 2014. The extended support ended on July 25, 2014, taking all GameSpy online video games across all platforms offline. The Windows version was added to a list of supported games on GameRanger on May 31, 2014, which allows for continued online play. On October 2, 2017, multiplayer for the Windows version was again enabled, allowing for Steam and GOG cross-play.

Star Wars: The Force Unleashed

6.8

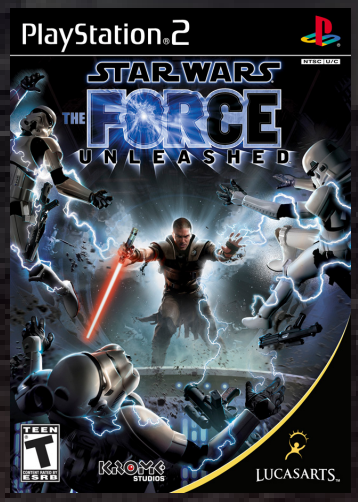


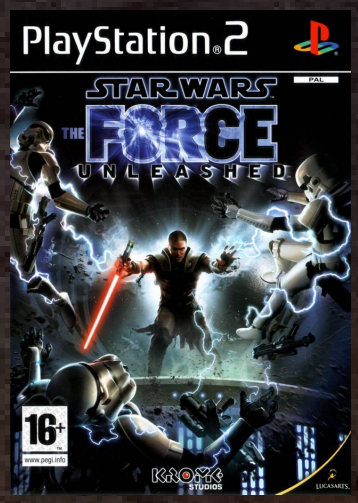
Developer	Krome Studios
Publisher	LucasArts, (jp) Activision
Release date	(us) September 16, 2008
Genre	Action-adventure
Mode	1 Player

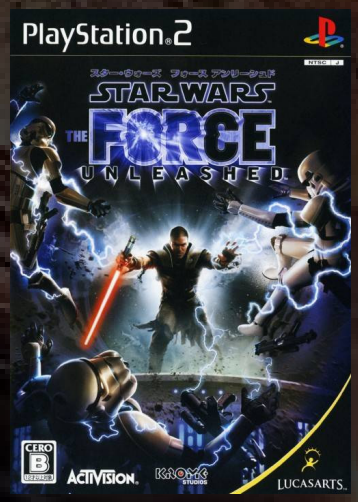
Star Wars: The Force Unleashed is an action-adventure game and part of The Force Unleashed project. It was initially developed for the PS2, PS3, Wii, and Xbox 360 and on iOS, second-generation N-Gage, Nintendo DS, PSP, and Java-equipped mobile phone handhelds.

The project bridges the first two Star Wars trilogies, acting as an origin story for both the united Rebel Alliance and the Galactic Civil War depicted in the Original Trilogy. The game introduces a new protagonist, "Starkiller", as Darth Vader's secret apprentice, who is tasked with hunting down Jedi while killing rebels and Imperials alike in order to hide his existence from the Emperor, but soon starts to slowly redeem himself to the light side of the Force.

The Force Unleashed is a third-person action game in which the player's character's weapons are the Force and a lightsaber. Developers treated the main character's lightsaber like another Force power, and wanted to ensure *"something visceral and cool"* happened with each button-push. The game has a combo system for stringing lightsaber attacks and for combining lightsaber attacks with Force powers. Experience points earned by killing enemies and finding artifacts can be used to increase Starkiller's powers and traits. The gameplay is intended to be easy to learn; the development team included *"horrible"* gamers to help ensure the game's accessibility. Players can casually run and gun through the game, but the game rewards those who take a stealthy, more tactical approach. The game includes enemies that are easy to overcome; game difficulty arises from presenting these enemies in large numbers that can wear down the player's character. Additionally, enemies learn from the player's character's attacks; using the same attack on different characters can sometimes lead to the player's character doing less damage. The enemies, which number over 50, have various strengths and weaknesses; developers faced the difficulty of effectively placing them throughout the game's varied environments.







J N P

Game planning began in summer 2004. Initially, about six developers started with a *"clean slate"* to conceptualize a new Star Wars game; the small group of engineers, artists, and designers spent more than a year brainstorming ideas for what might make a good game. Over 100 initial concepts were whittled down to 20 to 25 that included making the game the third entry in the Knights of the Old Republic series or having the protagonist be a Wookiee "superhero", Darth Maul, a bounty hunter, a smuggler, a mercenary, or the last member of the Skywalker family. The decision to focus on the largely unexplored period between Revenge of the Sith and A New Hope helped energize the design team. Consumer feedback helped the developers narrow in on seven concepts, and elements from those seven went into The Force Unleashed's overall concept.

Production was greatly aided by concept art, which was intended to visually bridge the two Star Wars trilogies, convey the impression of a "lived-in" universe, show how the galaxy changes under Imperial rule, and to seem familiar yet new. An off-hand comment about the Force in the game being powerful enough *"to pull a Star Destroyer out of the sky"* inspired an image by senior concept artist Amy Beth Christenson that became an important part of the developers' idea pitches and evolved into a major moment in the game. These illustrations also inspired the creation of dozens of simple, three-dimensional animations. Eventually, a one-minute previsualization video highlighting the idea of *"kicking someone's ass with the Force"* helped convince the designers that The Force Unleashed would be *"a great game"*; George Lucas, upon seeing the one-minute video, told the designers to *"go make that game"*. Once the concept was solidified, the development team grew from ten to twenty people. The idea of *"reimagining"* the Force as *"amped up"* in The Force Unleashed aligned with LucasArts' overall goal of harnessing the power of the latest video game consoles to *"dramatically"* change gaming, specifically through the use of simulation-based gameplay.

In April 2005, after several months of planning, the LucasArts team received Lucas' encouragement to create a game centered on Darth Vader's secret apprentice in the largely unexplored period between Revenge of the Sith and A New Hope, drawing the two trilogies together. LucasArts spent six months developing the story. Lucas spent hours discussing with the developers the relationship between Darth Vader and Emperor Palpatine and provided feedback on what Vader would want out of and how he would motivate an apprentice. Lucas Licensing reviewed many game details to ensure they fit into canon. Focus group feedback indicated that, while hunting down Jedi at Vader's order would be fun, the character should be redeemed, in keeping with a major Star Wars motif. Although the game introduces new characters, developers felt the presence of characters already part of Star Wars would help anchor the game within the official continuity. Before the game's release, Lucasfilm claimed it would *"unveil new revelations about the Star Wars galaxy"* with a *"redemption"* motif. The story progresses through a combination of scripted events, in-game cinematics, cutscenes, and dialogue.

The first visualization of "the Force unleashed" was in this concept art by Greg Knight, which shows a stormtrooper being "Force-pushed".

During pre-production, about 30 people were on the project team. LucasArts spent several years developing the tools and technology to create The Force Unleashed. Prototyping, level construction, marketing, and public relations took about a year. Until late 2006, the production team was ascertaining *"how many polygons, lights, [and] characters"* next-generation platforms supported; a year of full production began in early 2007. A series of quickly-produced *"play blast"* videos helped the developers focus on mechanics, the user interface, and finishing moves. Development of the Xbox 360 version came first; PlayStation 3 development started when the production team had enough development kits. Making the game run on both the PlayStation 3 and Xbox 360 was *"a monumental task"*.

The game is based on LucasArts' proprietary "Ronin" game engine but also integrates third-party technology: Havok for rigid body physics, Pixelux Entertainment's "Digital Molecular Matter" (DMM) for dynamically destructible objects, and NaturalMotion's Euphoria for realistic non-player character artificial intelligence. LucasArts' programmers had to overcome technical hurdles to get Havok-, DMM- and Euphoria-coded components to interact. Developers also had to strike a balance between realistic and entertaining physics. LucasArts initially opted not to release a personal computer version of The Force Unleashed, stating that doing the game well would be too processor-intensive for typical PCs and that scaling down the game's procedural physics for the PC platform would *"fundamentally"* change The Force Unleashed's gameplay. However, LucasArts later announced Windows and Mac versions of the game, developed in conjunction with Aspyr Media, for release in Fall 2009.

The PS2 version differs from it's next-gen brethren, only featuring the Havok engine and different level layouts, including a new level that involves the remains of the Jedi Temple as well as story differences (ex: In the first stage of the game the player takes control of Darth Vader, on the PS3 and 360 version, Vader lands in the middle of the day to encounter a Fleet Admiral and fight the Jedi at the end at his hut, while the PS2 version has Vader landing in the night, encounter a Clone Commander and fight the Jedi in an open field, surrounded by wreckage and fires from downed Tie-Fighters).

Lacking Havok, Euphoria, and DMM, Krome's Wii version relies on the company's in-house physics engine. Some character animations may be ragdoll while others are preset; in developing the game, Krome tried to blur the distinction between the two. The lighting system in the Wii version is more advanced than that in the PS2 version, which Krome also built; the PS2 includes more graphic details than their PSP version.

The Force Unleashed is intended to make players think they are *"actually, finally, in a Star Wars movie"*. It is the first game on which LucasArts and ILM collaborated since they both relocated to the Letterman Digital Arts Center in San Francisco, California. This collaboration allowed the companies to co-develop tools to make film-quality effects. LucasArts worked with ILM's Zeno tool framework and helped ILM build its Zed game editor. Lucas said having the two companies working together in the same building was *"a great collaboration"*.

It took Senior Manager of Voice and Audio Darragh O'Farrell four months to cast The Force Unleashed. ILM's

face- and motion-capture "CloneCam" technology recorded actors' voice and physical performances. This led to a change in LucasArts' casting process: for the first time, actors needed to match characters' age and gender. Actors performed their lines together, rather than in isolation, to better get the sense of their characters interacting with each other. Consequently, the script's dialogue was reduced while reliance on characters' expressions — captured through the CloneCam — increased. CloneCam technology had previously been used in producing the Pirates of the Caribbean movies.

LucasArts music supervisor Jesse Harlin said the music matches the game's motif of redemption and goal of bridging the gap between Revenge of the Sith and A New Hope:

"We had to make sure that the game's score started off rooted within the Prequel Trilogy feel of ethnic percussion and sweeping themes that spoke to the nobility and grandeur of the old Jedi Order. As the game progresses, however, the Empire gains more control, the Jedi are hunted, and the ordered control of the Prequels gives way to the more romantic temperament of the Original Trilogy."

The game's soundtrack includes material composed by John Williams for the films in addition to material created specifically for The Force Unleashed. Jesse Harlin composed the game's main theme, while Mark Griskey composed the score. Griskey made use of several motifs from the film scores as well as Harlin's main theme. The 90-minute soundtrack was recorded by the Skywalker Symphony Orchestra and mixed at Skywalker Sound in Lucas Valley in September and October 2007. During gameplay, a proprietary engine combines *"musical elements according to the pace, plot, and environment of the game at any given moment"*, resulting in a unique musical experience.

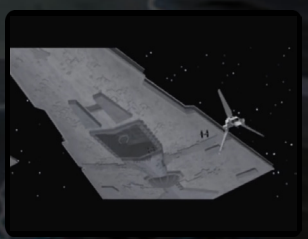
1.738 million unit sales of The Force Unleashed across all platforms made it the third best-selling game globally in the third quarter of 2008; as of July 2009, it had sold six million copies. The Force Unleashed was both

Concept art by: Amy Beth Christenson

the fastest-selling Star Wars game and LucasArts' fastest-selling game. The Force Unleashed won a Writers Guild of America award for Best Video Game Writing.

Concept art by: Amy Beth Christenson

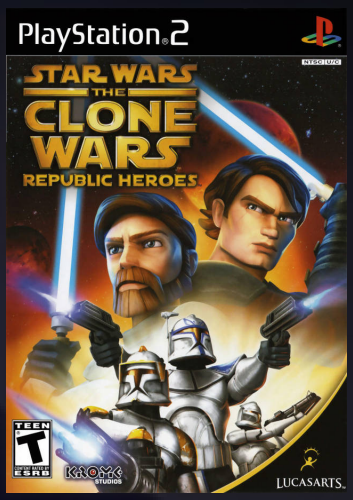
The Force Unleashed for PlayStation 3, Xbox 360 and PC received mixed to fairly positive reviews. Electronic Gaming Monthly said the game is *"ambitious--yet dissatisfying"*; however, GameSpot said the game *"gets more right than it does wrong"*. GameSpot said the PC port of the game retained all of the game's strengths and weaknesses, but that the port failed to take advantage of the PC platform.



The other platforms also recieved mostly mixed reviews. Nintendo Power praised the story and the number of lightsaber combos but criticized the game's easiness and hack-and-slash gameplay. It also praised the Wii version for its story and Force powers, but criticized the game's lightsaber controls and linear gameplay. GameSpot noticed visual glitches and problematic audio compression that detracted from the Wii version's *"mature and exciting"* story, adding that the reduced number of Force-manipulable objects helps mitigate the targeting problems experienced on other platforms. The ability to upgrade Starkiller's abilities in the PS2 version, according to IGN, is not as *"robust"* as it should be, and the game's targeting system is sometimes frustrating. IGN said the PS2's real-time cutscene rendering made Starkiller seem emotionless, and that pre-rendered cutscenes would have been better. GameSpot found the DS version's plot interesting but the storytelling itself *"lackluster"*. While the DS version is easy, with Starkiller killing enemies *"like a hot knife through butter"*, GameSpot said the player's sense of power is not matched by a sense of freedom. GameSpot called the PSP version's camera *"unwieldy"*, but added that smaller and less cluttered environments make the targeting system less frustrating than on other platforms. The Wii version was a nominee for multiple Wii-specific awards from IGN in its 2008 video game awards, including Best Story and Best Voice Acting.

In the week of its release, the Wii version was the sixth bestselling game in Australia and was second to Wii Fit among games for that platform. The PS2 version was the eighth bestseller in Australia, and both the PS2 and PSP versions were the top sellers on their respective platforms. The DS version was eighth most sold among DS games in Australia. In the United States, the Wii version sold 223,000 copies in September 2008, making it the ninth best-selling game that month. In the United States, the PlayStation 2 version was the 14th best-selling game in September 2008, selling over 100,000 copies. In September 2008 the Xbox 360 version was the best-selling game and the PlayStation 3 version was the fifth best-selling game for their respective consoles.

4.9



Star Wars The Clone Wars: Republic Heroes

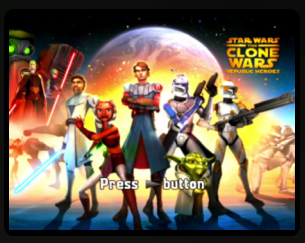
Developer	LucasArts
Publisher	LucasArts
Release date	(us) October 6, 2009
Genre	Action-adventure
Mode	1-2 Players

Star Wars: The Clone Wars – Republic Heroes is a third-person action-adventure released for Windows, Xbox 360, PS3, Wii, PSP and PS2 (the latter being only released in the United States). A Nintendo DS version developed by LucasArts Singapore was also released. The game is a tie-in to The Clone Wars television series.

A brand-new storyline takes the player on a multi-faceted adventure to stop a mysterious techno assassin's destructive plot. The game takes place between Season 1 and Season 2 of the television series. The game's primary antagonists are bounty hunter Cad Bane, Skakoan mercenary Kul Teska and Sith Lord Count Dooku along with his apprentice Asajj Ventress.

The game allows players to play as Jedi Knights, clone troopers and other characters, and contains 40 missions. The gameplay changes on certain missions. On missions with Jedi characters, it is platforming based. On missions with Clone characters, it is third-person shooting based. The game has a similar visual look to the series on which it is based. The feel of the game is similar to LucasArts' 2005 video game, Star Wars Episode III: Revenge of the Sith, Star Wars The Force Unleashed, and the LEGO Star Wars series. The game also features a drop in/drop out co-op mode. A fixed camera angle is used in the game.

Star Wars: The Clone Wars – Republic Heroes scored generally negative reviews. Chris Roper of IGN gave the game a 4.8/10, starting his review by saying, *"The first thing you'll notice is that pretty much regardless of which system you play it on, it looks rather terrible."* Roper then goes on to say *"About five seconds after you notice how bad it looks, you'll realize that the game's platforming elements are unresponsive and oftentimes frustrating."* He closed his review stating that *"Unless you or your kids want to play as Jedi or clone troopers just for the sake of doing so, then there's really nothing here that'll keep anyone, young or old, interested for very long."* Roper recommends playing a Lego Star Wars game instead.



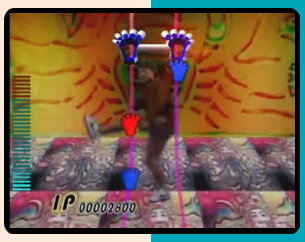
Stepping Selection

6.9

Developer	Jaleco Entertainment
Publisher	Jaleco Entertainment
Release date	(jp) March 4, 2000
Genre	Music
Mode	1-2 Players

Stepping Selection is a rhythm game for the PlayStation 2. It was released exclusively for Japanese markets on March 4, 2000. The game is based on Jaleco's Stepping Stage series of arcade games, featuring shortened versions of popular songs accompanied by videos loosely related to them.

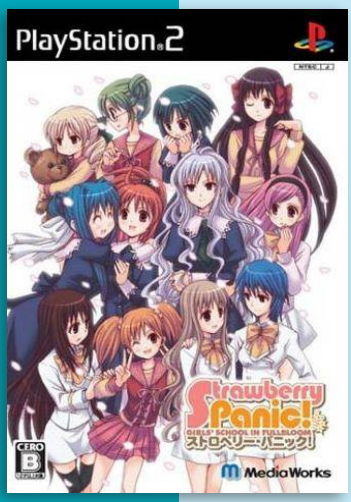
On release, Famitsu magazine scored the game a 32 out of 40.



J

Strawberry Panic!

7.5



Limited Edition

Developer	Media Works
Publisher	Media Works
Release date	(jp) August 24, 2006
Genre	Visual novel
Mode	1 Player

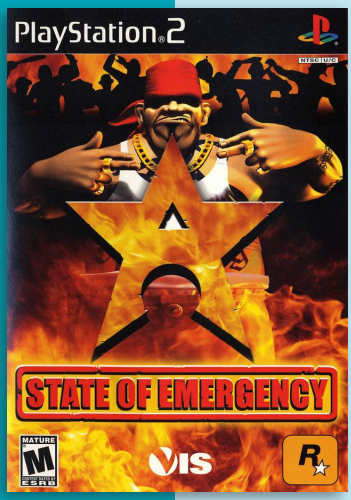
Strawberry Panic! Girls' School in Fullbloom is a visual novel based on a series of Japanese illustrated short stories written by Sakurako Kimino, which focus on a group of teenage girls attending three affiliated all-girl schools on Astraea Hill.. Two versions of the game were released, a regular edition and a limited edition which included a drama CD. The drama CD contained three tracks, one for students of each school.

There are three playable characters, one from each of the schools: Nagisa, Hikari, and Kizuna. They have no family names in the game, as when the series of short stories were first published. The game features a "boy mode" and a "girl mode". Choosing the male version means that the story is told via emails from the player's younger sister; choosing the female version means that the story is told in the player's own diary. The player is given the chance to pair their chosen character with one of the other nine available girls, not including the other possible playable characters. There are twenty-seven different combinations depending on which girl the player chooses at the start of the game.

J

State of Emergency

7.1



Developer	VIS Entertainment
Publisher	Rockstar Games, Global Star Software
Release date	(us) February 12, 2002
Genre	Beat ‘em up
Mode	1 Player

State of Emergency is a budget title released on the Playstation 2, Windows, and Xbox, after having been developed by VIS Entertainment. It was published by both Global Star Software, and Rockstar Games. The game involves fighting against an antagonistic force as different selectable characters.

Gameplay in State of Emergency revolves around anarchistic activities. The United States is shown to be controlled by a huge corporation, and the game follows the main characters as they attempt to ‘Smash the Corporation’, as the game voice-overs shout.

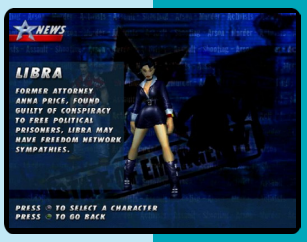
The player can choose from one of five different characters: Spanky, an ex-gang member; McNeil, a disgruntled ex-cop; Bull, a criminal in prison; Libra, a lawyer; and Phreak, an orphan. The player must complete a variety of missions, ranging from Rescue missions to “Kill This Person” missions to “Blow Up This ...” missions.

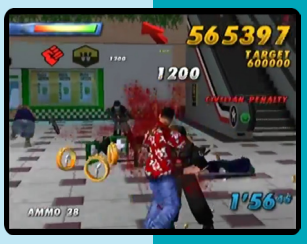
Players can make use of a wide variety of environmental weapons, such as chairs. Firearms can also be attained, though they are difficult to use accurately, as the game does not feature an actual targeting system.

State of Emergency was released to generally mixed reviews. Critics praised the game for being something of a technological achievement, as a large number of people were visible on-screen at any one time. Gameplay was also taken as a negative, as it was deemed *“too simple”*. The PC version’s multiplayer mode was criticised as well, though the Playstation 2 version of the game was met more positively.

Before its release, the game was denounced by Washington state politicians for its similarity to the real-life 1999 World Trade Organization riots and protests in Seattle which caused $3 million in damages. The game features the fictional “American Trade Organization” as the antagonistic establishment.

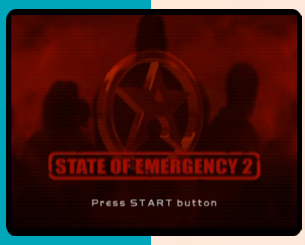
“giantbomb.com”

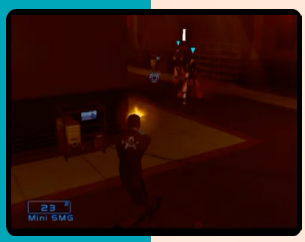




State of Emergency 2

4.4





Developer	DC Studios
Publisher	SouthPeak Games, (jp) Spike
Release date	(us) February 14, 2006
Genre	Third-person shooter
Mode	1-2 (4) Players

The sequel to State of Emergency, developed by DC Studios, was available on PlayStation 2. It takes place four years after the first game. It features more game modes and an enhanced engine. State of Emergency 2 was being developed by VIS Entertainment for Rockstar Games, but the title was continued by SouthPeak Interactive with developer DC Studios. Ports for Windows, PSP and Xbox, were planned but later cancelled.

Freedom's fight against the Corporation forms the basis of a single-player campaign that allows the player to take control of each of the resistance group's members, including leader Spanky MacNeil. Each character has a range of special abilities that help them to take on the Corporation forces.

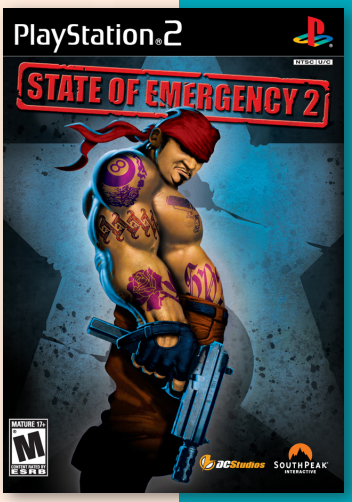
Viewing the action from a third-person perspective, the player can take on the enemy with a wide variety of weapons, including rifles, grenades and a rocket launcher. Using vehicles found along the way, Freedom's operatives can cause major Corporation carnage.

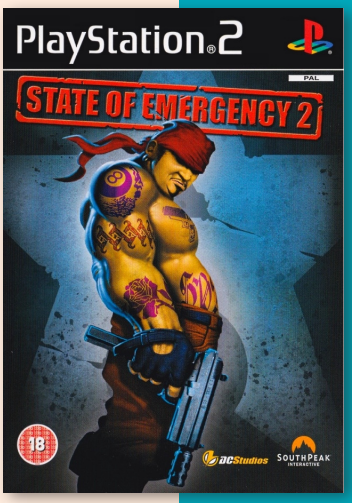
A variety of challenge modes expand on the single-player game, giving players the opportunity to unlock hidden characters and other extras. There's also a range of split-screen multiplayer modes, including Deathmatch, Capture the Flag and Last Man Standing. Up to four players can join the action.

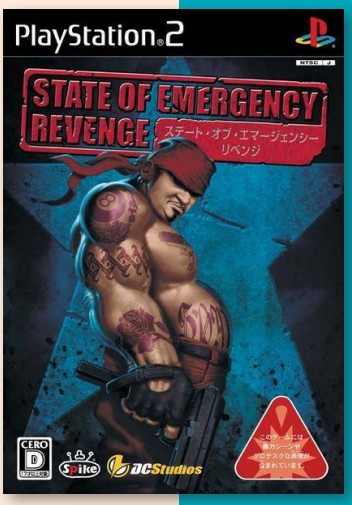
The game received "unfavorable" reviews according to Metacritic. The verdict from IGN called it a mediocre game. *"It doesn't really do anything entirely wrong, per se (aside from the terrible AI), but it doesn't do anything that a million other action games haven't already done much better."*

Gamesradar+ was more critical, saying that it makes the first game look like a game of the year title. They also criticised the graphic, calling it the worst graphic on the PS2. They gave the game some praise for the variety of weapons and the budget price.

"mobygames.com"







J N P

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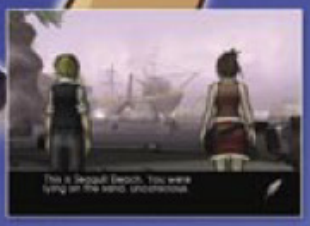

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PlayStation.2

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Steambot Chronicles

7.4

Developer	Irem
Publisher	Irem, (us) Atlus, (eu, au) 505 Game Street
Release date	(jp) June 30, 2005
Genre	Role-playing
Mode	1-2 Players

Steambot Chronicles, known in Japan as Ponkotsu Roman Daikatsugeki: Bumpy Trot is a 2005 action-adventure role-playing game released for the PlayStation 2.

Steambot Chronicles is set in a "steampunk" styled world in which robots ("trotmobiles") replace automobiles as the primary mode of transport. The protagonist, an amnesiac boy named Vanilla Bean, is found by the girl Coriander on a sea shore. His first task is to get one of those trotmobiles. From there, the game opens up with many options.

Players can navigate their trotmobile through the game world, sometimes encountering enemies on the way. The combat is done in real time. players will also visit different cities and talk to various characters. There are branching dialogues which allow players to treat people differently.

Though there is a central plot in the game, there are many subplots and game modes. For example, players can turn their trotmobile into a bus and drive people around. Other modes include a dating sim, a music/rhythm game, a stock-market game, and numerous other play modes.

Music plays a major role in Steambot Chronicles's plot. Vanilla is at first a solo musician on the street, until he is invited to join the Garland Globetrotters. With each successful concert, Vanilla earns tips and posters of the other Globetrotters, as well as sheet music for new songs. The sheet music allows Vanilla to practice songs solo. If he plays well enough, he will be asked to manage the band.

The game received "average" reviews according to Metacritic. In Japan, Famitsu gave it a score of 32 out of 40.

Hyper commended the game for its *"huge amount of freedom [and] clever musical rhythm games"* but criticised it for its *"slowdown [and] load times"*.

J N P

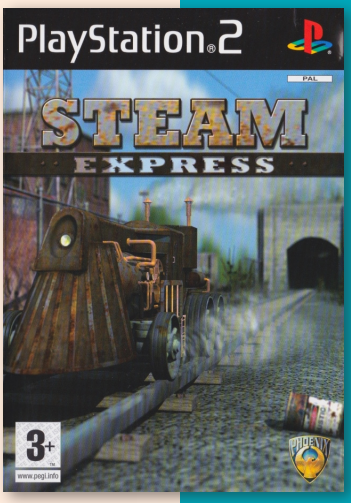
Steam Express

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) December 1, 2007
Genre	Puzzle
Mode	1 Player

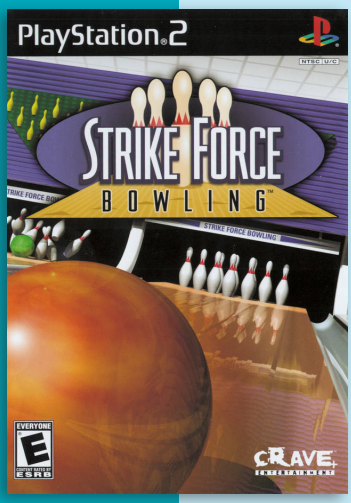
The gameplay is similar to the puzzle game Pipe-Mania, in that players need to rearrange peieces of train track in order for the locomotive to reach its destination.

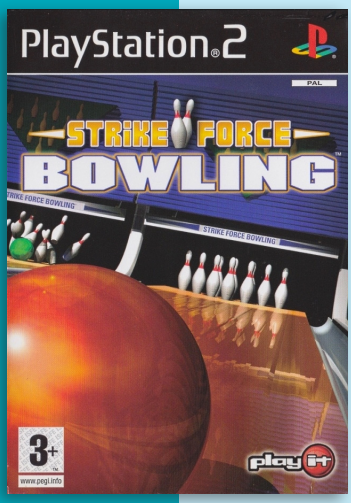
Players can complete more parts of the railway for more points. The game feature five themes with items and an Time Attack stage clearance.

As is usual for the Phoenix Games titles, the game was only released in parts of Europe.



Strike Force Bowling





Developer	Lab Rats Games
Publisher	Crave, (eu) Play It!
Release date	(us) May 10, 2004
Genre	Sports
Mode	1-4 Players

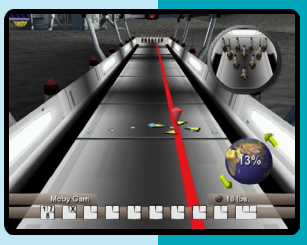
4.8

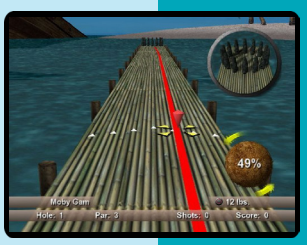
Strike Force Bowling is a bowling game released for Windows, Xbox, PS2 and GameCube.

The game of ten-pin bowling sees players attempt to knock down an arrangement of 10 pins in a triangular shape, by bowling a ball down a gutter-lined path. Players have two shots, and score for how many they knock down on each bowl. As a reward for knocking down all ten pins, players will also get the score from their next bowl doubled if this took 2 shots (known as a 'spare'), or their next two bowls if it took 2 shots (known as a 'Strike').

In this implementation, players can play in one of 8 different settings, including a tropical island, ancient Egypt or on a pirate ship. There are 8 different AI players, each with varied appearance and reaction, and variable bowling ability. A range of playing modes including Tournament Play, Skins and practice are featured. Controls are designed to be easy to use, and ball reactions incorporate physics, ball friction and delivery style.

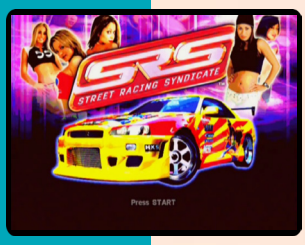
The Xbox version received "mixed" reviews, while the PlayStation 2 and GameCube versions received "generally unfavorable reviews", according to Metacritic. TeamXbox gave the game a mixed review about two months before its U.S. release date.





Street Racing Syndicate

6.2



Developer	Eutechnyx
Publisher	Namco, (eu) Codemasters
Release date	(us) August 31, 2004
Genre	Racing
Mode	1-2 (4) Players

Street Racing Syndicate is a multiplatform racing game released for the PlayStation 2, GameCube, Xbox and Windows.

This game features an underground import racing scene, on which the player's main objective is to live the life of a street racer, gaining respect and affection of various women in the city. This is featured in a way that the player must win a variety of respect challenges to attract girls and maintain a good victory streak in order to ensure that they remain with the player. Once in their car, the girls will present the next open race that the player enters. As the player continues to win races, dance videos will be unlocked for viewing.

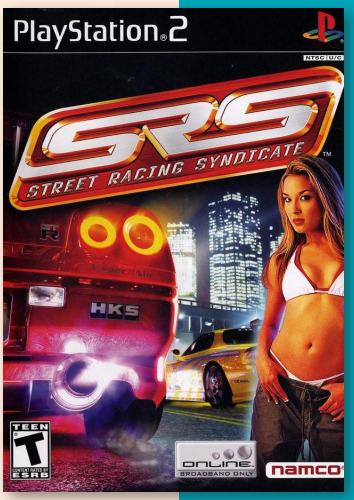
The game has 50 licensed cars from a variety of manufacturers, including models from Nissan, Toyota, Mitsubishi, Lexus, Subaru, Mazda, and Volkswagen. SRS also features a car damage model that forces the player to drive carefully, heavy damages may impact car performance and heavy repairs may drain the player of money earned from their last race.

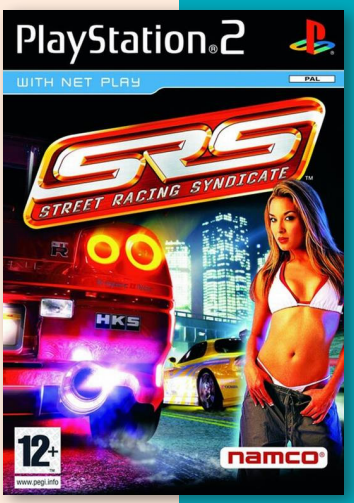
The game features two modes:

In Street Mode, there are tree types of awards: money, respect and girls. Money is necessary to buy cars, tuning parts and place bets, and can be earned by winning races and collecting prizes and bets. The player receives respect points for doing tricks such as two-wheel driving or drifting. These points allow them to progress in the game (i.e. unlock races). The last type of award, girls, will date the player if they win a respect challenge.

Arcade mode offers four types of races: Quick Race, Checkpoint Run, Ironman (set of 3-12 races which have to be won), Speed Trial (a race against time).

SRS initially received publishing support from the 3DO Company. While the game was still in development, 3DO declared bankruptcy and auctioned off SRS along with its other assets. Namco picked up SRS for $1.5 million, compared to the $1.3 million that Ubisoft paid for the Heroes of Might and Magic franchise.





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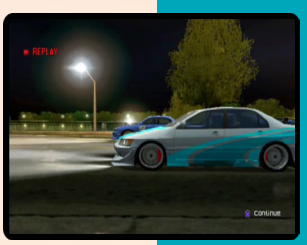


7.5

JNP

Stella Deus: The Gate of Eternity

Developer	Pinegrow
Publisher	Atlus, (eu) 505 Game Street, (us) SCEA
Release date	(jp) October 28, 2004
Genre	Turn-based strategy
Mode	1 Player

Stella Deus, released in the west as Stella Deus: The Gate of Eternity, is a tactical role-playing game co-developed by Atlus and Pinegrow for the PlayStation 2.

The story focuses on Spero, a young man who is caught in the middle of a growing conflict between various religious factions, which in turn are being spurred by the advance of the Miasma, a force that will destroy all life.

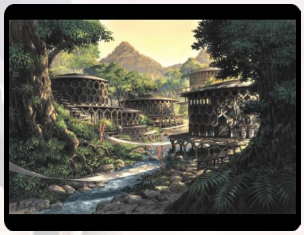
Stella Deus is a story-driven tactical role-playing game in which the player controls a group of characters both picked up during the course of the story and in side events. The world is navigated using an overworld map using point-to-point navigation, with a date system showing the length of time it takes to get to a selected location. Alongside the story missions, Towns can be visited, in which characters can customize and create new weapons and armor, sell existing equipment in exchange for money, and shop for items such as healing potions. In camps set up on a journey, characters can swap out weapons and armor, equip items such as healing potions and beneficial charms for future battles. Special items used in character leveling can also be crafted by the player. Alongside story-based missions, there is a special dungeon called the Catacomb of Trials, where characters can battle and gain experience levels, raising their general statistics. The number of available levels in the Catacomb increases as players progress through the game. Each character has a specific character class, which they keep throughout the game and continue to level up as they gain XP. Higher amounts of XP are awarded for executing special abilities. Along with swordsmen and archers, there are alchemists (mages), priests (healers), and units who fight using most things from axes to fists.

Most battles are triggered based on story events, and are completed when the stated object has been accomplished by the player, be it defeating all enemies, defeating a boss, or performing a specific task. At the end of each battle, the players gain a summary of their performance and spoils gained. The game uses the turn-based Replaceable Action Position battle system, much of which was carried over from the battle system used in Hoshigami: Ruining Blue Earth. Players navigate the field across a grid-based map, which can include obstacles such as bodies of water and high structures. Character positioning within the environment can be used to their advantage, such as an archer gaining higher accuracy when at a high point in the level. Character actions are arranged in a set order, and each character's weapon dictates their attack range. Each time a character performs an action, they gain experience points and additional Skill Points (SP) that can be used to purchase supplies or raise individual character stats. Three types of Skills can be equipped for characters: Action Skills, a special attack that player execute for a certain amount of Magic Points (MP); Support Skills, which grant passive abilities such as scaling higher obstacles; and

Zone Skills, which grant passive abilities to both the equipped character and those in close proximity to them.

Alongside Action Skills, two or more characters in conjunction trigger unique special moves called Team Attacks. The amount of damage done depends on how many characters took part in the action. Team attacks also increase the rewards gained at the end of battles. Characters' actions are governed by their stored Action Points (AP): a character's turn begins when their AP meter is at 100. A character's actions can continue until the meter reaches 0, meaning that they can move and attack multiple times within their turn. The amount of AP used with each action depends on the weight of the armor the character is wearing.

Initial preparation for Stella Deus's development began in the second half of 2002, when the project was first proposed to the developer and publisher. After initial approval, a twelve-person team was set up to create a test version in November of that year. By December, the test build was completed and the team was given permission to begin full development. The initial proposal was then fleshed out into an entire game, including the scenario and gameplay basics. Once these had been finalized, production began in earnest. The development was handled by Atlus and external studio Pinegrow, which included staff from earlier Japanese tactical RPG Hoshigami. Some programming work was outsourced to company Designer 7. Among the staff were Atlus director Akiyasu Yamamoto, and scenario supervisor Ryo Mizuno, author of the Record of Lodoss War fantasy novel series. The story Yamamoto's earlier work as a debugger for Atlus proved useful during the final stages of development. The gameplay was described by Pinegrow staff as an improved version of the battle system used in Hoshigami. The game's story revolved around religions conflict, focusing on the Aeque faith, Dignus' attempts to undermine it, and the main cast's position between the two factions. While described as a spiritual successor to Hoshigami, Atlus said that it was not a sequel to it, instead being its own game.



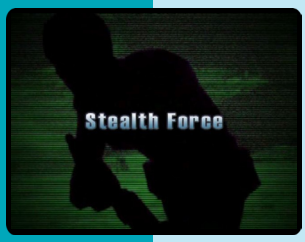
The character designs and art direction were handled by Shigenori Soejima, who came onto the game after previously doing supporting work on the Persona series. Many parts of the artistic design revolves around realistic depictions of the world's setting, clothing and weapons. While creating the atmosphere, the developers tried to stay away from standard fantasy tropes. The artwork for the game was produced by artist group Kusanagi, who had also worked on Xenogears and Final Fantasy IX.

For its release in North America, Atlus' USA branch took up localization and publishing duties. As part of its release, it was re-dubbed Stella Deus: The Gate of Eternity, and featured full English voice acting for its cast. The story's heavy religious themes raised concerns that it would be censored for the west, but Atlus stated that it would keep the game intact, as they *"[sought] to give gamers the same experience that Japanese gamers would have"*. After release, two mobile titles based on the game were published in Japan by Atlus and mobile company Bbmf in September 2006 and January 2007 respectively: Stella Deus: Raven Spirits, a mobile version of Stella Deus featuring a separate story, and Stella Deus: Time of Alchemy, a sequel to both Stella Deus and Raven Spirits.

Stella Deus: The Gate of Eternity received mostly positive reviews from critics. At Metacritic, the game received an average score of 75, based on 31 reviews.

3.2

Stealth Force: The War on Terror

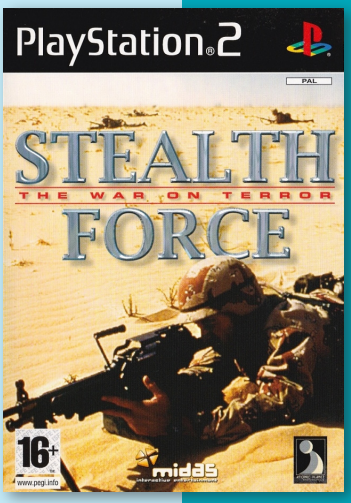


P

Developer	Atomic Planet Entertainment
Publisher	Midas Interactive Entertainment
Release date	(eu) June 10, 2005
Genre	First-person shooter
Mode	1 Player

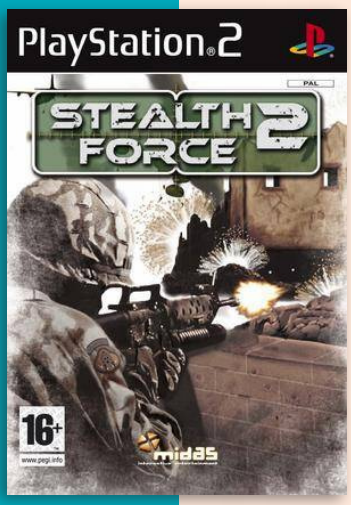
Stealth Force: The War On Terror is a mission based, single player shooter set in the middle east. The player is a lone special services operative who is assigned missions against the ruthless terrorist organisation Elzar. These missions start with a hostage rescue situation, and include destroying munitions dumps, seizing uranium supplies etc and culminate in dealing with Elzar's leader.

"mobygames.com"



Stealth Force 2

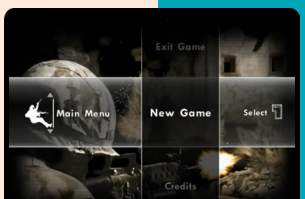
5.5

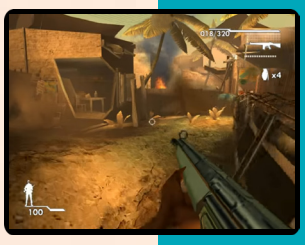


Developer	Atomic Planet Entertainment
Publisher	Midas Interactive Entertainment
Release date	(eu) October 24, 2008
Genre	First-person shooter
Mode	1 Player

Stealth Force 2 is a firs-person shooter released for Windows and PlayStation 2.

Players take the role of Jackal, squad leader in charge of black ops missions deep behind enemy lines. Players will have to issue tactical combat commands to locate key installations, rescue hostages and take out the leaders of the network. The storyline spans over three decades.

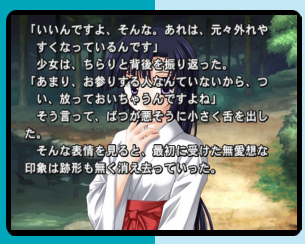




P

7.0

Suika A.S+ Eternal Name



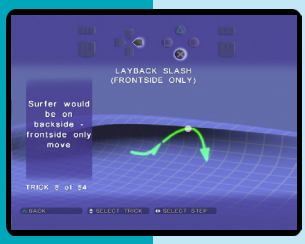
J

Developer	Circus
Publisher	Sweets
Release date	(jp) August 30, 2007
Genre	Visual novel
Mode	1 Player

This visual novel is made as a set of four love stories, featuring different characters, which take place in a remote Tokiwa village during summertime. Basic gameplay consists of reading the story with static background images and occasional choices which can take player and a reader toward a different ending. While this is a port from Suika A.S+ for PC, certain elements and texts in the story have been altered.

Sunny Garcia Surfing

6.1



N P

Developer	Krome Studios
Publisher	Ubisoft
Release date	(us) October 22, 2001
Genre	Sports
Mode	1-2 (8) Players

Building upon the gameplay featured in Krome's Championship Surfer, Sunny Garcia Surfing is an updated and improved surfing simulation that takes players to twelve locales.

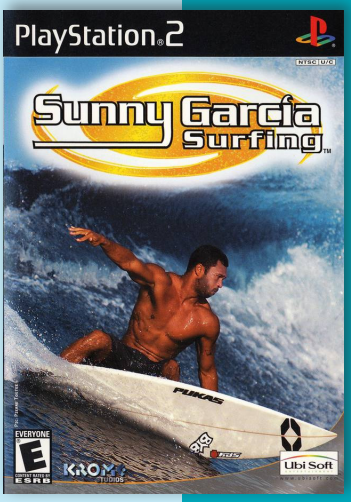
Players can choose from one of eight pro-surfers, including Sunny Garcia, Tim Reyes and Rochelle Ballard among others. Video Motion Capturing technology was used to recreate the persona of each surfer and their individual moves. Not all of the courses and surfers are available at the beginning of the game but can be unlocked as players gain experience and points. Also unlockable are various types of surf boards which can effect the players performance.

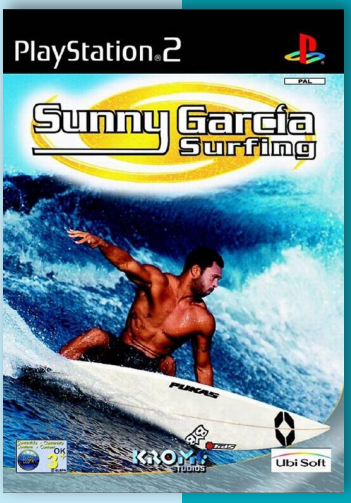
There are different modes of play including Championship, Rumble, King of the Waves, Time Attack and Free Surf. Each mode has difficulty settings. In certain modes, players can choose the size of the waves and the weather effects.

Speed and direction is controlled with the analog stick and there are buttons for tricking, paddling, diving and cutbacks. Each surfer has more than 50 tricks that can be performed, the most elaborate ones scoring the highest points.

The game also feature licensed music by punk rock bands that forms the basis of the soundtrack.

"mobygames.com"





Sudoku

Developer	Success
Publisher	Success
Release date	(jp) December 4, 2003
Genre	Puzzle
Mode	1 Player

Sudoku is a puzzle game released in the Superlite 2000 Puzzle budget series.

Sudoku, originally called Number Place, is a logic-based, number-placement puzzle. The objective is to fill a 9×9 grid with digits so that each column, each row, and each of the nine 3×3 subgrids that compose the grid contain all of the digits from 1 to 9.

J

Stuart Little 3: Big Photo Adventure

7.1

Developer	Magenta Software
Publisher	SCEE, (us) Sega, (ko) SCE Korea
Release date	(eu) October 14, 2005
Genre	Action-platformer
Mode	1 Player

Stuart Little 3: Big Photo Adventure is a single-player children's game starring the talking mouse, Stuart Little.

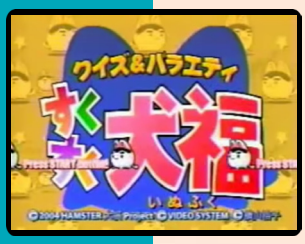
Stuart has accidentally ruined his big brother's photo assignment and now it's his job to run around New York City taking new photos. He'll use various costumes, operate several vehicles and participate in mini-games.

This is primarily a platform game for children. The controls are fairly simplistic. For instance, Stuart's jump button is assigned to X, and whenever another button needs to be pressed, the game will provide a prompt. Talking to another character requires Stuart to stand in a specific area and press a specific button, for instance. Photos can be taken when Stuart has collected enough "flash" light orbs.

N P

Sukusuku Inufuku

8.0



J

Developer	Video System
Publisher	Hamster
Release date	(jp) August 5, 2004
Genre	Action
Mode	1-4 Players

SukuSuku Inufuku (which means "quickly, lucky dog") was originally released in arcades in 1998. The game features the odd-looking dog Inufuku, who also has cameos in some of the later Sonic Wings games.

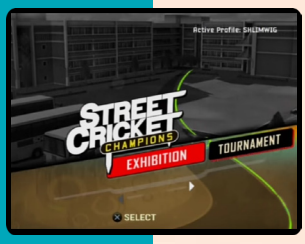
The game spans a year; in January, the player adopts an Inufuku to raise. Throughout the year, players encounters a variety of characters who challenge them to quizzes and competitive games. The players performance on the challenges influences how their Inufuku looks as it grows up. The characters, locations, and title cards for each month that show up in the game also vary.

The game also includes a quiz-only mode where players is challenged with sets of increasingly difficult quiz questions.

"sonicwings.fandom.com""

8.3

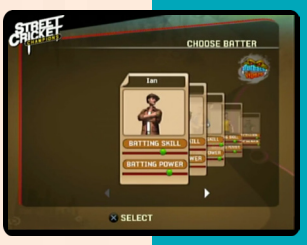
Street Cricket Champions



Developer	Trine Games
Publisher	SCEE
Release date	(eu) October 2010
Genre	Sports
Mode	1-2 Players

Street Cricket Champions a cricket game developed for the PS2 and PSP by an Indian game development studio. Released exclusively for India, it is a depiction of a freestyle cricket game called 'gully cricket' or 'street cricket' usually played in the streets of India.

Street Cricket Champions is a fast paced, arcade styled street cricket action game. It focuses on team play and tactics present in the freestyle game which is played all around India. Street Cricket Champions consists of four-on-four cricket games. The game features over 13 environments from the Indian and around the world settings. It includes 10 unique Indian characters and the customization options to create and customize your own characters.



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Street Cricket Champions 2

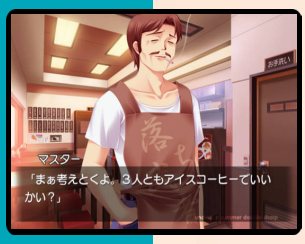
Developer	Trine Games
Publisher	SCEE
Release date	(eu) September 29, 2012
Genre	Sports
Mode	1 Player

Street Cricket Champions 2 was developed particularly for the PS2 and the PSP. Street Cricket Champions 2 give players fast paced arcade style cricket game play and is focused heavily on player skills. The game reflects the culture of freestyle cricket played in the streets and back lots around the country of India, Pakistan, U.K., Australia, South Africa and West Indies.

Street Cricket Champions 2 feature new animations, shots, gameplay and improvements from the first game. The game features a five-a-side gully cricket format with unorthodox street cricket rules such as double innings and double wicket. Players have the option to choose from nine environments, including Chawl, parking lots and rooftops. The game includes nine local and international teams, playable across 'Exhibition', 'Tournament' and 'Street League' modes.

_summer##

6.5



Developer	GN Software
Publisher	GN Software
Release date	(jp) August 24, 2006
Genre	Visual novel
Mode	1 Player

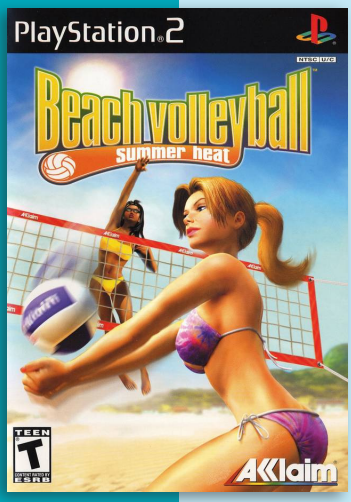
_summer## (read as Underbar Summer Double Sharp) is a non-adult console port of an adult PC game called _summer. While there are some differences between versions (such as the voice cast, or removal of explicit content), the main story remains the same.

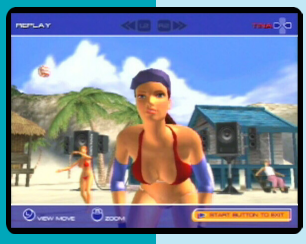
The story protagonist, Takuya, is a second-year high-school student in a rural town, entering his last year and the summer vacation is approaching soon. He have never liked a girl before and this start to bother him. He decided it's time he tries to fall in love and experience the feeling, and thus, he decided to find the right girl by the end of the summer vacation.

"mobygames.com"

J

Summer Heat Beach Volleyball





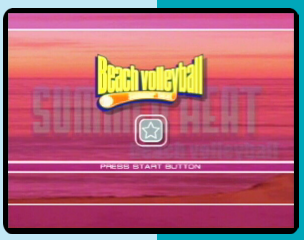
Developer	Acclaim Studios Cheltenham
Publisher	Acclaim
Release date	(us) July 1, 2003
Genre	Sports
Mode	1-2 (4) Players

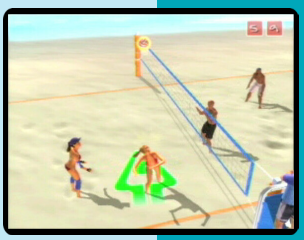
Summer Heat, only released on PS2, features both male and female competitors from around the world and follows the rules of 2 on 2 volleyball. Players only control one player on their team, the other player is controlled by the game, unless players play a 2-player co-operative game. There are 12 different locations in the game and 14 playable characters, each with their own statistics.

The game features Arcade, Exhibition, Summer Heat US Tour and Training modes. As players progress thorugh the different modes, they unlock items of clothing, music videos, courts and more. There are also mini-games to be played.

The game was released during a period where volleyball video games were experiencing a period of renewed popularity for the first time in many years, although it received considerably less hype and critical praise than its contemporaries Beach Spikers, Dead or Alive Xtreme Beach Volleyball, and Outlaw Volleyball.

6.5

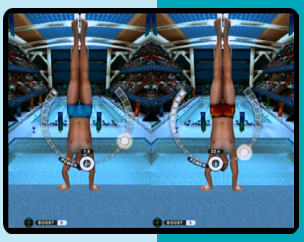




N P

Summer Athletics: The Ultimate Challenge

4.8



Developer	49Games
Publisher	Conspiracy Ent., (eu) DTP Ent., (au) Eidos
Release date	(us) July 29, 2008
Genre	Sports
Mode	1-4 Players

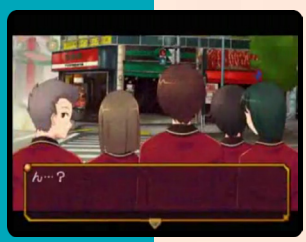
Summer Athletics: The Ultimate Challenge is a collection of sports events based on the Olympic Summer Games. It features 26 sports divided into seven disciplines: Swimming, jumping, throwing, cycling, running, platform diving and archery. The handling is similar for all of them: rhythmic motions to keep the athlete moving and quick time events (pressing a button when it gets displayed on the screen) for performing certain actions.

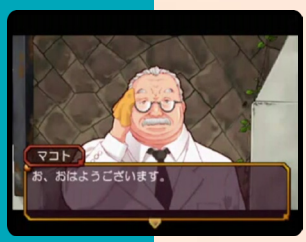
The game features a basic career mode where the player gains a fixed amount of experience points after every event which an be reinvested into improved stats. There is also a optional arcade mode where the players have so-called boosts to their disposal to improve their athlete's performance for a short time.

"mobygames.com"

Steady x Study

7.0



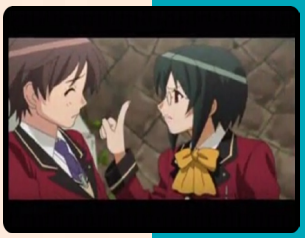


Developer	Idea Factory
Publisher	Idea Factory
Release date	(jp) March 25, 2004
Genre	Visual novel
Mode	1 Player

Steady x Study is a visual novel where the players take the role of Makoto, a transfer student attending a school in Harajuku. He's not sure of what he want to do with youhisr life and are given seeral choices, from entering the performing arts club, to going hardcore with his studies. The players choice will determine the path the game's story follows.

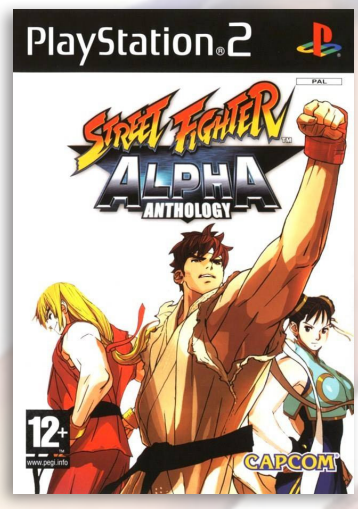
Steady X Study makes use of the "ASV" (Around Search View) system that allows players to look around the environment. While sitting at their desk in class, they can press a button on the D-pad to look at the girls sitting next to them. While waiting to meet someone at the train station, they can look around and will likely find new things, including secret movies and events.

"vndb.org"



Street Fighter Alpha Anthology

7.9



Developer	Capcom
Publisher	Capcom, (au) THQ
Release date	(jp) May 25, 2006
Genre	Fighting, Compilation
Mode	1-2 Players

Street Fighter Alpha Anthology, released in Japan as Street Fighter Zero: Fighters' Generation, is a 2006 fighting game compilation that collects the Street Fighter Alpha series (Street Fighter Alpha, Street Fighter Alpha 2, and Street Fighter Alpha 3). The game also includes a remixed version of the console-exclusive Street Fighter Alpha 2 Gold and Super Gem Fighter Mini Mix (previously released on the PlayStation as Pocket Fighter), as well as two secret games.

Street Fighter Alpha

Street Fighter Alpha: Warriors' Dreamsis a 2D fighting game by Capcom originally released in 1995 for the arcade for the CP System II hardware. It was the first all new Street Fighter game produced by Capcom since the release of Street Fighter II in 1991. The working title for the game was Street Fighter Legends.

The plot of Street Fighter Alpha is set after the original Street Fighter but before Street Fighter II and thus the game features younger versions of established characters, as well as characters from the original Street Fighter and Final Fight, and a few who are new to the series.

Street Fighter Alpha 2

Street Fighter Alpha 2 was originally released for the CPS II arcade hardware by Capcom in 1996. The game is both a sequel and a remake to the previous year's Street Fighter Alpha: Warriors' Dreams, which is itself a prequel to the Street Fighter II series in terms of plot and setting. The game features a number of improvements over the original, such as new attacks, stages, endings, and gameplay features.

Street Fighter Alpha 3

Street Fighter Alpha 3 was originally released by Capcom for the arcades in 1998. It is the third game in the Street Fighter Alpha sub-series and ran on the same CP System II hardware as previous Alpha games. Alpha 3 further expanded the playable fighter roster from Street Fighter Alpha 2 and added new features such as selectable fighting styles called "isms".

Street Fighter Alpha 2 Gold

Alpha 2 Gold features new changes, features, and game modes introduced in the arcade version of Zero 2 Alpha, only omitting the 2-on-1 Dramatic Battle mode from the arcade version. In addition to all of the characters featured in previous versions of Alpha 2, Gold features a version of Cammy based on her rendition from X-Men vs. Street Fighter, who appears as a hidden character selectable only in the game's Versus and Training modes.

Super Gem Fighter Mini Mix

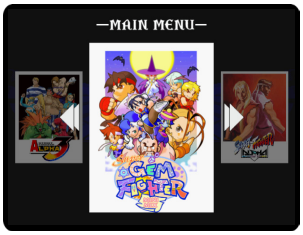
Super Gem Fighter Mini Mix, released in Japan as Pocket Fighter, is a fighting game first released by Capcom in 1997 for the CPS II arcade system.

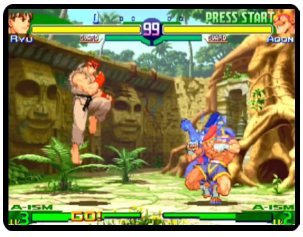
The game uses the same SD character designs previously used in Super Puzzle Fighter II Turbo, a puzzle game by Capcom. The roster includes characters from the Street Fighter, Darkstalkers, and Red Earth games. It also features many character cameos from various Capcom games scattered in the background of the stages, such as Balrog, Demitri, etc.

The original Street Fighter Alpha, as well as Alpha 2, Alpha 3, and Super Gem Fighter Mini Mix are ported from their original arcade releases, while Alpha 2 Gold is a remixed version that combines elements from the previous console version and the Japanese arcade release Street Fighter Zero 2 Alpha. The version of Alpha 2 Gold allows player to select Cammy in all the game modes, including the single-player Arcade mode (in which she is given her own storyline and ending), not just Versus and Training mode. The soundtracks for each game are from the arcade version, with the exception of Alpha 2 Gold, which uses the arranged soundtrack from the PlayStation and Sega Saturn versions. The original Alpha gives player a choice between CP System and CPS II-style soundtracks (the former is based on the CPS Changer version of the game).

All of the games in the compilation includes Arcade, Versus, and Training modes, as well as Survival mode and Dramatic Battle mode for the Alpha games. The Dramatic Battle mode featured in the original Alpha, Alpha 2, and Alpha 2 Gold is the same one featured in the Japanese arcade version of Street Fighter Zero 2 Alpha, allowing players to create their own team of characters and fight against a specific series of opponents (Adon, Sagat, M. Bison, and Akuma). The original Dramatic Battle mode from the first Alpha, which features Ryu and Ken against Bison, is available in the game as a secret.

In addition to the default games, this compilation also includes Street Fighter Alpha 3 Upper, based on an updated arcade version of Alpha 3 released in Japan that includes the extended character roster from the console versions of the game. Neither the original Alpha 3 nor Alpha 3 Upper includes the World Tour mode introduced in the PlayStation version of Alpha 3 nor any of the additional characters in Alpha 3 Max, the portable versions of Alpha 3.





After the player completes all the default games (as well as Alpha 3 Upper) at least once, a second secret game titled Hyper Street Fighter Alpha will become available. Based on the same concept employed in Darkstalkers Chronicle and Hyper Street Fighter II, Hyper Alpha is a Versus/Training mode-only version of Alpha 3 where the player can select between different versions of the characters featured in the Alpha games. Hyper Alpha also features secret fighting styles in addition to ones featured in Alpha 3 as well as a soundtrack that not only spans the Alpha series, but includes music from the earlier Street Fighter II and Final Fight games.

A secret options menu is also accessible in each game, which allows players access to specific revisions of the game and gain access to all of their features or create their own custom revision by enabling and disabling certain features.

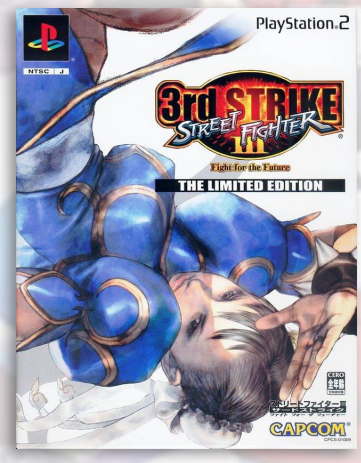
Street Fighter Alpha Anthology is one of only a handful of U.S. PS2 titles that support the HDD install feature. Using an original "fat" PS2 console, with the official HDD installed, allows to install 2GB of data to the HDD. This eliminates virtually all load times from the compilation.

The Japanese version of the compilation, Fighters' Generation, differs slightly in its content of games. The Japanese version of the compilation features each of the Street Fighter Zero arcade games, with the Japanese arcade versions of Street Fighter Zero 2 and Street Fighter Zero 2 Alpha as part of the default lineup. The US version of Street Fighter Alpha 2, as well as Street Fighter Zero 2 Dash as secret "arranged" versions of Zero 2 and Zero 2 Alpha are featured in the Japanese compilation due to their additional characters.

Street Fighter III: 3rd Strike

8.2

Limited Edition



CapKore

J

Developer	Capcom
Publisher	Capcom
Release date	(jp) July 19, 2004
Genre	Fighting
Mode	1-2 Players

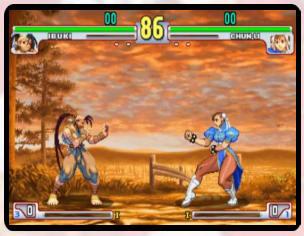
Street Fighter III 3rd Strike: Fight for the Future is a 2D fighting game originally released for the arcades in 1999. It was ported to the Dreamcast, PS2, and Xbox between 2000 and 2010. On 29 May 2018, Street Fighter III: 3rd Strike - Fight for the Future was released as a part of the Street Fighter 30th Anniversary Collection for the PS4, Xbox One, Steam and Nintendo Switch.

Street Fighter III 3rd Strike is the second follow-up to Street Fighter III, following Street Fighter III: 2nd Impact. The game increased the character roster by adding five new characters, notably including Chun-Li. It also added further refinements to the previous game's play mechanics and rules.

Street Fighter III: 3rd Strike was originally released for the arcades in 1999. There are three revisions of the arcade board, with differences in bugs and gameplay mechanics (specifically, "unblockables" for the character Urien).

The Dreamcast version was released in 2000. The port features an Arcade, Versus, Training (with normal and parry training) and Options modes, as well as a "System Direction" mode which allows the player to adjust several of the game's features. Also, one additional remix of each character's musical theme, not present in the original arcade version, was composed for this version, and it was played during the third round of each match.

The PlayStation 2 version of 3rd Strike was released in 2004, with all of the features from the Dreamcast version, including a choice between the arcade and Dreamcast version's respective soundtracks. It was released in Japan as a standalone game, with a limited edition package containing an All About Street Fighter history book, a 500-piece jigsaw puzzle, and a strategy DVD. The PS2 version was released in North America as part of the Street Fighter Anniversary Collection, a two-in-one bundle that also includes Hyper Street Fighter II. The PS2 version was not released in the PAL region. The PS2 version was re-released in Japan on September 18, 2008 in a two in one bundle with Capcom vs. SNK 2.



Street Fighter EX3

6.4

Developer	Arika
Publisher	Capcom, (eu) Virgin Interactive
Release date	(jp) March 4, 2000
Genre	Fighting
Mode	1-2 (4) Players

Street Fighter EX3 is a 2D head-to-head fighting game and the third and final console installment in the Street Fighter EX series. The game was released in North America as a launch title for the PlayStation 2, making it the first game in the Street Fighter series to be released on the PlayStation 2.

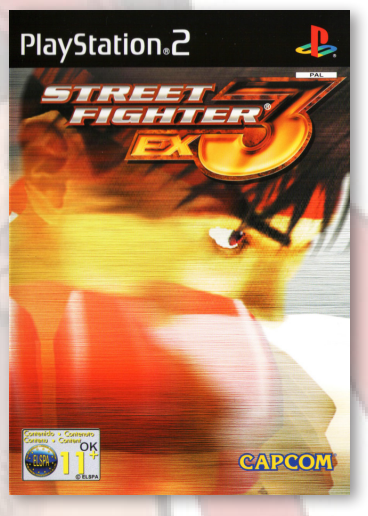
Street Fighter EX3 features a similar gameplay system to its predecessor Street Fighter EX2 Plus with characters being able to pull off similar moves like Super Combos and Meteor Combos. However, a difference here is that the "Guard Break" system from the previous installments has been removed and replaced with a similar system called the "Surprise Blow" ("Hard Attack" in Japan), which does not use up energy stored in "super bars," although the attack can be blocked (only when standing).

Other additions are the "Critical Parade" (calling out a tag-partner to simultaneously battle the opponent for a limited time) and "Momentary Combo" (following a special attack with another). Some characters received new moves, such as Skullomania having a vertical projectile.

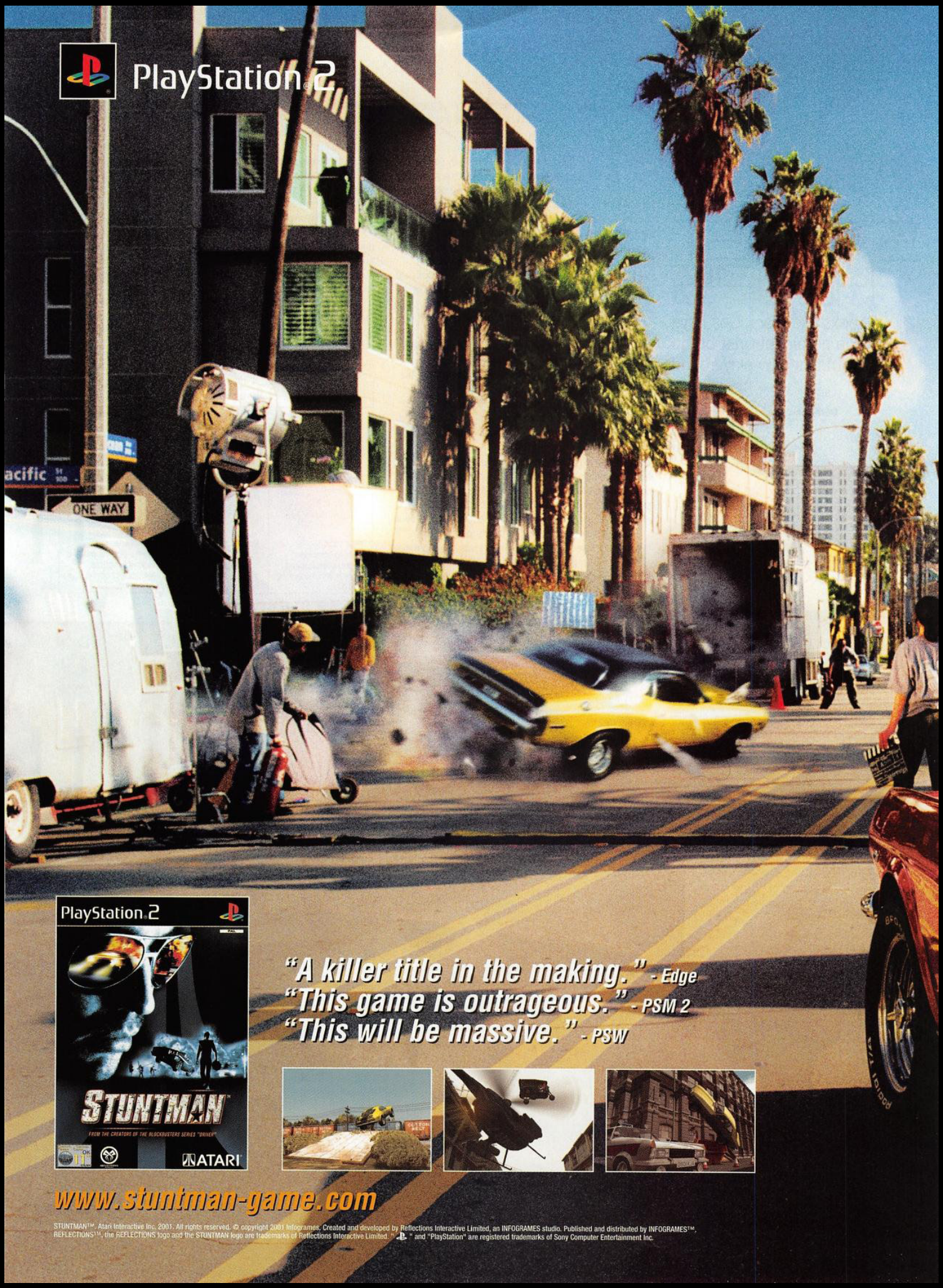
The core gameplay is essentially the same as previous installments. However, Street Fighter EX3 features Tag Battles, similar to Tekken Tag Tournament, allowing players to switch between characters and offering greater combination possibilities.

Street Fighter EX3 received generally positive reviews from gaming critics. Gamecritics gave the game 7.5/10, stating that it had *"a group of pleasantly complex battlers that are very distinct in both visual and play design. Adding variety and flavor to the mix, the variances in philosophy and conceptualization are extremely refreshing"*, adding that the *"interestingly offbeat touches are far superior to the dull and ugly side of the spectrum found in Street Fighter III"*

In Japan, Famitsu magazine scored the game a 32 out of 40. In its week of release, the game made the top 10 in the Japanese sales charts, with 207,000 copies.



J N P



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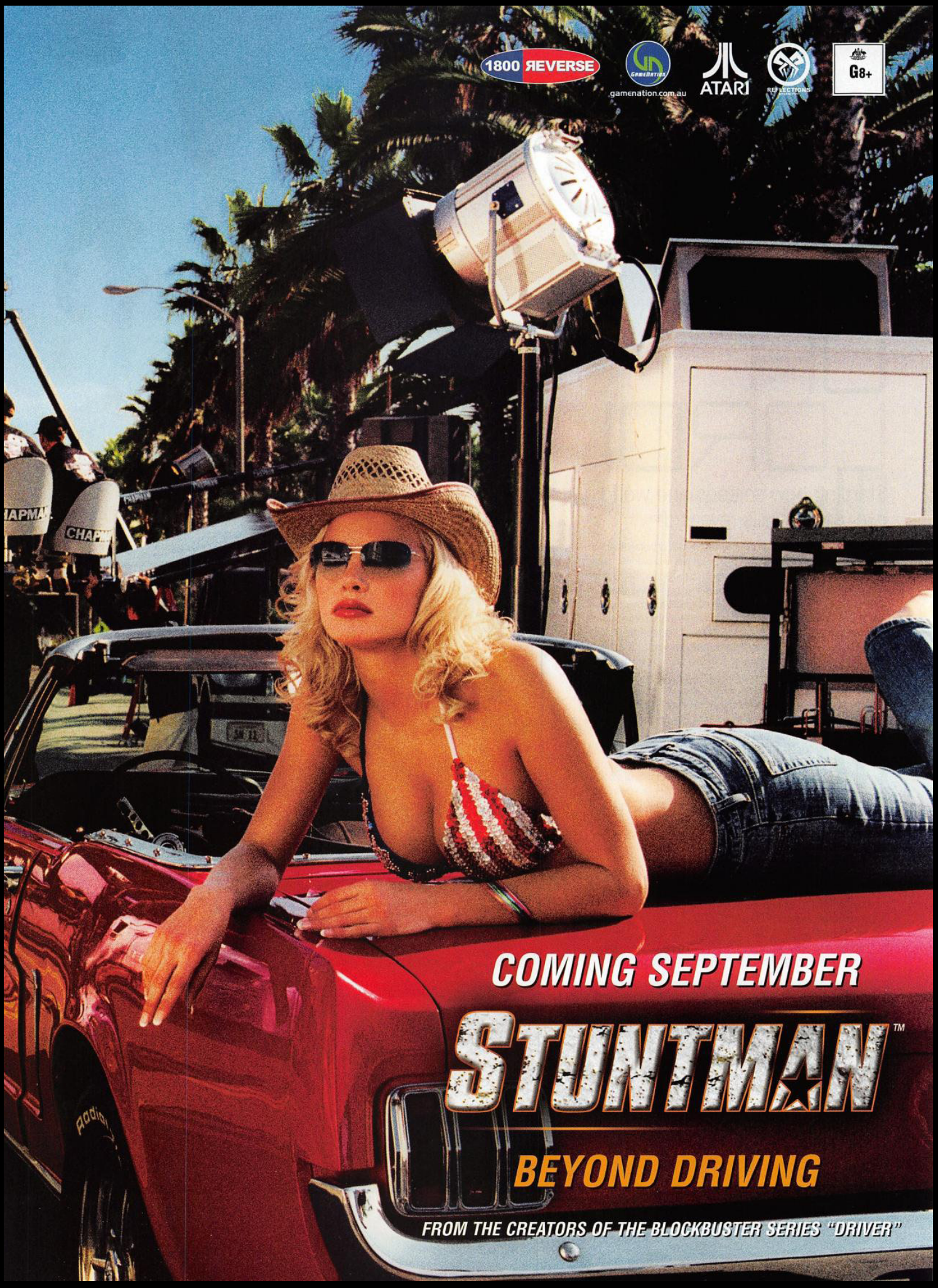
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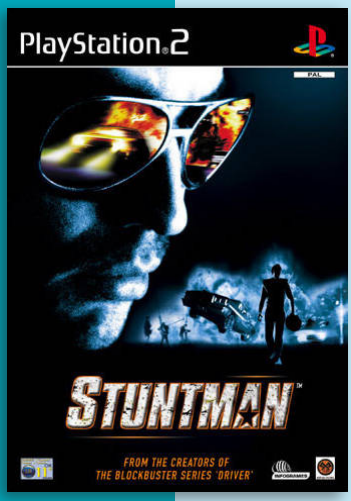
FROM THE CREATORS OF THE BLOCKBUSTER SERIES "DRIVER"

7.1

Stuntman



J N P

Developer	Reflections Interactive
Publisher	Atari
Release date	(eu) June 23, 2002
Genre	Action, Racing
Mode	1 Player

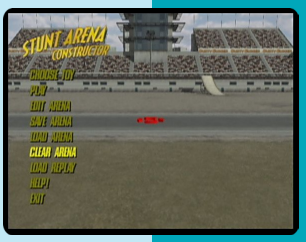
Stuntman focus around the career of a motion-picture stuntman. It takes the player through various movies in which they perform dangerous stunts as called by the game.

Stuntman has three single-player modes: Stuntman Career, Stunt Construction and Driving Games. In Stuntman Career, the player must attempt a series of car chase stunt scenes. Each track has several stunts, which are indicated with visual cues and in voice. The player must complete each track in a limited time and with a specified accuracy of the stunts to be able to proceed to the next scene. After all the scenes of the film are completed, a theatrical trailer of the film is shown that combines pre-rendered scenes with highlights from the car scenes based on the actual performance of the player. After succeeding a scene, the player is rewarded with money based on accuracy and time, and unlocking of vehicles and tools for the construction mode. After completing a scene, the player can watch a playback and optionally save it.

The career mode allows the player to participate in six films, each filmed in a different location and in a different genre. Toothless in Wapping is a gangster film made in London. A Whoopin' and a Hollerin' is inspired by Dukes of Hazzard set in rural Louisiana. Blood Oath is filmed in Bangkok and is inspired by John Woo-films. Conspiracy is a Tom Clancy-type thriller where the player uses a snowmobile in Switzerland. The Scarab of Lost Souls is based on the Indiana Jones films where the player uses a jeep and troop carrier in Egypt. Live Twice for Tomorrow is a parody of James Bond where the player uses sports cars in Monaco. Between films, the player must perform stunts in front of crowds.

The Stunt Construction mode allows the player to create their own stunts by placing equipment in an arena and then perform the stunts. The Driving Games mode involves tests of vehicle control, such as maneuverability, precision and timing.

Critical reaction to Stuntman varied.



Stuntman Ignition

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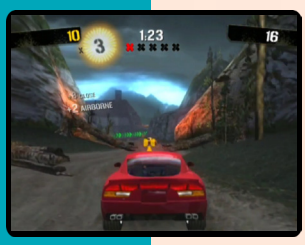


Developer	Paradigm Entertainment
Publisher	THQ, (us) SCEA
Release date	(us) August 28, 2007
Genre	Action, Racing
Mode	1-2 Players

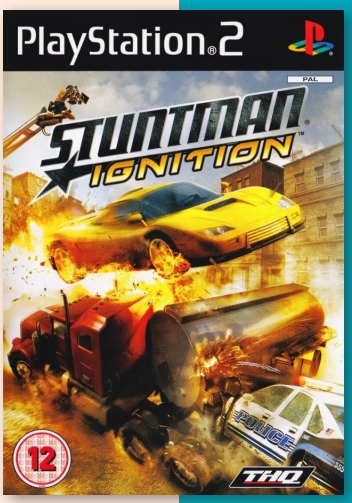
Stuntman: Ignition is the sequel to Stuntman and released for the Xbox 360, PS3, PS2 and Mobile phone. On April 3, 2005, it was announced that THQ had acquired the rights to the Stuntman franchise from original publishers Atari and original developers Reflections Interactive. Also announced was that Paradigm Entertainment has developed the game for next-generation platforms.

The single player mode features six fictional films: Aftershock, is a disaster film. A Whoopin' and a Hollerin' II is a comedy/adventure film parodying The Dukes of Hazzard. Strike Force Omega is a military action thriller film. Overdrive is a 70s-esque thriller and street crime. Never Kill Me Again is a parody of Die Another Day, as well as many James Bond films. And Night Avenger, a parody of Tim Burton's 1989 Batman movie.

Each film has six scenes, the goal being to complete objectives set out by the director in each scene. The way in which players complete tasks are set out a little differently than the first installment. The basic player will be able to drive through all the levels completing all of the director's stunts to progress onto further levels. However more advanced players will try to link or "string" stunts together to increase his/her stunt multiplier. To achieve a high score the player must string the director stunts with other manoeuvres as well such as getting close to objects, drifting around corners or being airborne for example.

New to the Stuntman series is the "strike" system which is more lenient than the scoring system in the original stuntman. A certain number of strikes means the director automatically calls the entire scene to be shot again.

There is also a multiplayer mode, which features two different race types. Backlot battle focuses on performing as many stunts as possible within a set number of laps, while the backlot race mode is a more straightforward race where players can earn bursts of nitro by doing stunts. There is also a split-screen mode that goes up to four players.



J N P

Stunt GP

4.9

J N P

Developer	Team 17
Publisher	Titus Software
Release date	(us) November 13, 2001
Genre	Racing
Mode	1-2 Players

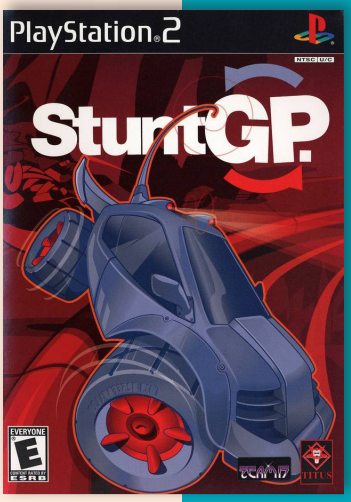
Stunt GP is a radio-controlled car racing game developed by the UK-based studio Team17. It was published by Eon Digital Entertainment for Windows and Dreamcast, and by Titus Software for PlayStation 2. Stunt GP uses the RenderWare engine.

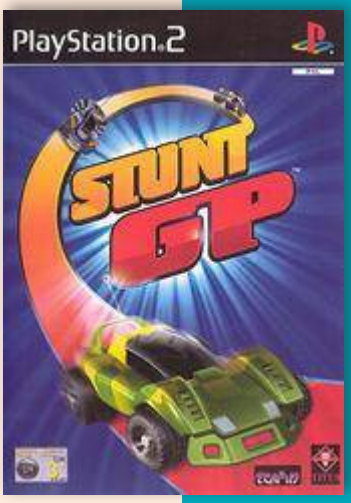
Players control one of 16 different remote-controlled cars. The cars are divided in three categories: Wild-Wheels, Speed Demons and Aeroblaster, each with it's unique driving feel. The cars can be tuned up with different tuning parts, like better batteries, tires, suspension etc..

Players can race on 24 colorful tracks with bridges, ramps and loopings. Players can perform stunts tracks, but they need to be aware of the battery - if the car runs out of power, the race is probably over very soon. In each track players can recharge the car's battery by driving through a tunnel above the start/finish line.

The game was originally going to be published by Hasbro Interactive under the Atari Interactive brand name with a planned release date of March 2000, but after 2 delays the publishing rights were transitioned off to Eon Digital Entertainment and was released in April 2001.

"mobygames.com"





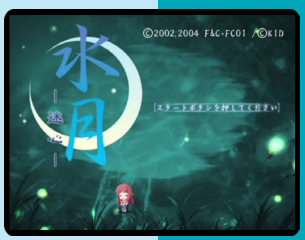
Suigetsu Mayoi-Gokoro

7.0

Developer	Kid
Publisher	Kid
Release date	(jp) October 28, 2004
Genre	Visual novel
Mode	1 Player

Players take control of a character who have lost his memory. Fortunately enough, you're surrounded by a cast of girls who'll help him find happiness once again. Perhaps the girl who appears in his recurring nightmares holds the key to unlocking his hidden memories. Throughout the game, players may deepen their relationship with his maid and female classmates.

"ign.com"



J

Suggoi! Arcana Heart 2

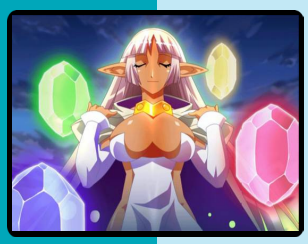
7.2

Developer	Examu
Publisher	Examu
Release date	(jp) April 9, 2009
Genre	Fighting
Mode	1-2 Players

Suggoi! Arcana Heart 2 is an update to the 2D fighting game, Arcana Heart 2. The game feature an original all-female cast, and after choosing a character, the player chooses an "elemental alignment," or Arcana, which determines the character's special moves.

Suggoi! Arcana Heart 2 further balanced the game and fixed some bugs. It also featured some design changes, such as new character illustrations and a red redesign for Kaya Hirotaka. New additions included an additional stage; three new characters; new color palettes for each character; and an additional training mode.

AQ Interactive handled the PlayStation 2 port of Suggoi! Arcana Heart 2. It was planned for a worldwide release but was cancelled due to low sales of the first one, as well as poor performance and slowdown in gameplay, making the port weaker than the arcade perfect port of the first one.



J

Suzumiya Haruhi no Tomadoi

8.1

J

Developer	Banpresto
Publisher	Banpresto, Namco Bandai Games
Release date	(jp) January 31, 2008
Genre	Adventure
Mode	1 Player

"The Perplexity of Haruhi Suzumiya", sometimes called "The Rage of Haruhi Suzumiya, is based on the manga and anime Haruhi Suzumiya.

The game has many subgames, such as an RPG, a visual novel and a "princess maker" dressup game.

The main character is Kyon, and his job is to help Haruhi create a video game. The SOS Brigade can create a game similar to Dragon Quest, a robot game, a card battle, a board game, a dating sim and even a princess maker. (There are over 30 game types in total.) Kyon must give orders to the rest of the Brigade, including managing their timetables.

"haruhi.fandom.com"

Suikoden

Suikoden (Japanese: 幻想水滸伝 Hepburn: Gensō Suikoden) is a role-playing video game series originally created by Yoshitaka Murayama. The game series is loosely based on the classical Chinese novel Shui Hu Zhuan, whose title is rendered as Suikoden (水滸伝) in Japanese. Each individual game in the series centers on relative themes of politics, corruption, revolution, mystical crystals known as True Runes and the "108 Stars of Destiny"—the 108 protagonists who are loosely interpreted from the source material.

The Suikoden, or Genso Suikoden, series has featured an immense universe that includes extensive lore and interesting characters that extend over several hundred years of time. Each of the series' additions have taken place in different places and different time periods. However, two of the series' spin-offs, Suikoden Tierkreis and Genso Suikoden: Tsumugareshi Hyakunen no Toki, take place on other worlds within the Infinity, a multiverse that makes brief appearances in the numbered titles.

Characters equip runes in order to use magic in the world of Suikoden. Unlike the common, mostly elemental, runes there also exists 27 "True Runes." These runes are thought to be bestow their users with god-like powers, but in return for such great power, they usually have to withstand hardship. The Suikoden games often center around the player character receiving one of these True Runes. Thus far only 18 of these True Runes have been revealed.

The Suikoden franchise has been developing games since 1995 and has developed various video game titles bearing the same name. The development team of the Suikoden series started developing games using 2D or two-dimensional graphics primarily used in the first and second games, while they only incorporated 3D graphics on environments and visual effects. Suikoden III however, marked the series' complete shift from 2D to 3D as the game jumps platforms; from PlayStation to PlayStation 2.

The Suikoden games have generally been considered to have soundtracks very well liked by the gaming community, though they have only been released in Japan as of 2007.

The series has the following titles including prequels, sequels and spin-offs from the main series (the main series are in bold). They are arranged chronologically with their release dates:

Deus Ex creator Warren Spector has credited Suikoden, particularly the first Suikoden, as a big influence on his work, even as early as the first Deus Ex. He stated that the limited moral choices in the game, some of which turn out to be false choices, are what inspired him to explore the concept much further and attempt to offer meaningful choices that actually matter. In turn, modern choice-based role-playing shooters like Mass Effect and Fallout 3 are considered "descendants" of Deus Ex.

Suikoden III

8.6

Developer	KCET
Publisher	Konami
Release date	(jp) July 11, 2002
Genre	Role-playing
Mode	1 Player

First Print Limited Edition

Suikoden III is a role-playing game released exclusively for the PS2, and is the third installment in the Suikoden series.

Suikoden III is set in IS 475, roughly 16 in-game years after the events of Suikoden II. The game takes place in the diverse Grasslands region, an area to the northwest of Dunan from Suikoden II (which itself was to the north of the Toran area from Suikoden).

Like other games in the series, Suikoden III features an intricate, detailed setting. The game's story is presented through the "Trinity Sight System"; rather than having only one "hero", the plot is explored through three different viewpoints, allowing events to be seen from multiple sides. There are three struggling factions in Suikoden III, each with their own divisions and politics, and there is no unambiguous "right" side. Hugo of the Karaya Clan is a Grasslander, Chris Lightfellow is a Knight of the merchant nation of Zexen, and Geddoe is a member of the Harmonian Southern Frontier Defense Force, keeping watch for the huge nation of Harmonia on the Grasslands area.

The named "hero" chosen by the player at the beginning of the game is actually the Flame Champion, the Grassland leader who upheld the independence of the Grasslands against a Harmonian incursion decades ago. Unlike other Suikoden games, which generally feature a silent protagonist, the Flame Champion and the other main characters all have personalities and dialog.

Suikoden III shares many elements with other role-playing video games. The player controls the current protagonist and travels with them around the world map, advancing the plot by completing tasks and talking with other characters. In towns, they can gather information, sharpen their weaponry, learn new skills, and buy equipment; wilderness areas generally feature random encounters with monsters. Aside from the main plot, after a certain point in each main character's chapters, they may recruit new characters to go to Budehuc castle. Recruiting a character often requires a short sidequest or other mission. Unlike Suikoden II and Suikoden V, Suikoden III has no "time limits" for character recruitment; assuming certain plot decisions are made "correctly," it is always possible to recruit all 108 Stars of Destiny.

Suikoden III featured many changes to the formula of the previous games, including its standard battle and open war modes, as well as to the story progression itself (via the Trinity Sight System). It was also the only game of the series (outside of its spin-offs such as Suikogaiden and Suikoden Tactics) to feature multiple named, speaking protagonists.

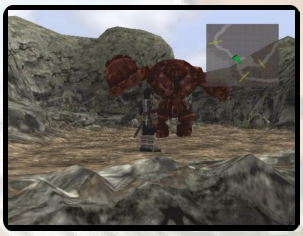
As in other RPGS, characters in Suikoden III possess a variety of statistics that determine in-game combat ability. However, characters can also learn specific skills; for instance, the "Parry" skill allows a character to defend against attacks more often, while other skills may increase damage output or hasten the casting of spells. Dif-

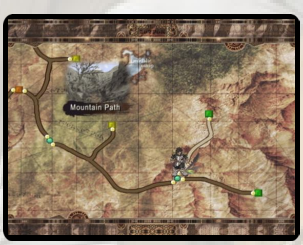
ferent characters have affinities for different skills, and their own maximum limit on the number of skills they can learn. Parties may consist of up to 6 characters who participate in combat and one "support" character who adds a special skill to the party, such as minor healing after battle.

Battles in Suikoden III take place on a continuous field of battle, unlike the static front and back rows of earlier Suikodens. Characters are still aligned in rows at the onset of battle, but the front and back character in each row are controlled as a pair. For example, selecting to cast a rune spell with the character in the back row of the pair will cause the character in the front row to defend them while they are casting.

Runes, the primary source of magic in the world of Suikoden, are generally handled similarly to other Suikoden games. Characters have a certain number of spell usages per "spell level;" for instance, a character with 4 level 1 spell slots and a Water Rune could cast "Kindness Drops" (the level 1 Water Rune spell) 4 times. Other runes offer different benefits, and some may be used as often as desired. Since Suikoden III's combat takes place on a free movement field, some of the rune effects were reinterpreted from other games to strike areas. For example, some Fire rune effects that only struck enemies in earlier Suikoden games now strike a generalized area, meaning they could affect allies who moved in too close.

At certain points in the game, armies clash and a strategic battle system is used, similar to those seen in military turn-based strategy games. These are set on a graph, a set of connected vertices. Certain places on the map offer special advantages for units occupying them, such as a defense bonus for a forest or castle ramparts, or automatic free healing for a base of operations. When attacking, units in other nodes adjoining the attacked space can aid, giving a bonus to the attack. When army units engage in combat (generally by one unit moving into a space occupied by a hostile unit), the standard Suikoden III battle system is used. Leaders can aid their army units with a variety of special abilities and rune magic. Each side also requires a strategist; the better the strategist, the more moves that side can take before their turn is over. Strategy battles end when the pre-set mission objectives are completed, generally either to take a node on the map for offensive missions, or to successfully hold a node or escape for defensive engagements.





Suikoden III also features a number of minigames, such as gambling on dice, card games, and horse racing. These minigames are generally accessible from Budehuc castle.

Suikoden III was developed by the same team as Suikoden II, for the most part. In June 2002, just a month before its release, some of Suikoden III's team left Konami, including series creator Yoshitaka Murayama. Programmer Keiichi Isobe took over as Senior Director after Murayama's departure. With the removal of Murayama and the other's names from the end-credits, fans speculated that a case of corporate meddling had caused him to leave, but Murayama himself denies this and claims their relations remain amicable, and that the omission of credits were due to a Konami company policy of not crediting former employees. The opening video sequence for Suikoden III was developed and produced by the team responsible for animating the Suikogaiden games; following the second Suikogaiden game's completion, the Suikogaiden team and Suikoden III team merged and went on to develop Suikoden IV and Suikoden V.

By the end of 2002, 377,729 copies of Suikoden III were sold in Japan. American sales were 190,000 copies in total.

Konami did not release Suikoden III in PAL territories. A European version was announced but cancelled a few months before release, allegedly due to problems with the conversion tools. Konami's policy at that time was that all PAL games had to be fully translated to the respective languages and that only releasing the game in English was not an option. Petitions to change Konami's decision on the matter were unsuccessful. Suikoden III would finally be released in European territories on June 23, 2015, as a PS2 Classic on PlayStation Network.

The game received "favorable" reviews according to Metacritic. In Japan, Famitsu gave it a score of 31 out of 40.

GameSpot said that it *"had the makings of a classic"* and that *"the plot is more mature than that of the average 'bad guy threatens to destroy the world' RPG"*; its only criticism was that *"apart from the striking theme accompanying the opening movie, the music is largely unremarkable."* IGN's Jeremy Dunham said that the game was *"as close to perfection as I could have hoped. An easy recommendation to any and all RPG fans regardless of their dedication."*

Criticisms tended to fall into two camps. Some, such as Official PlayStation Magazine's review, felt that the game dragged too much: *"With each chapter I became more discouraged by the lack of action and the overwhelming amounts of story thrust upon me... Suikoden III forces you to spend so much time weaving in and out of the different storylines that you barely have time to enjoy any combat."* Others were from some fans of the first two Suikodens who felt that Suikoden III had tampered too much with what they enjoyed of the first two games.

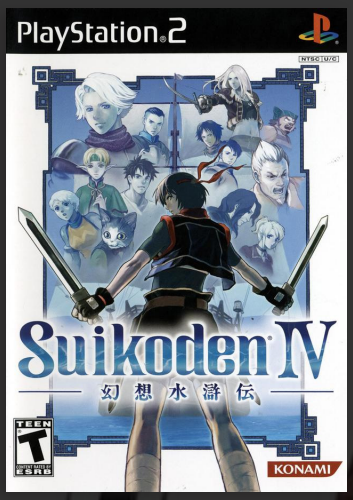
The game won both GameSpot and IGN's RPG of the Year for 2002. In 2007, IGN awarded Suikoden III the 24th spot on their Top 25 PS2 Games of All Time retrospective list, and later in 2010 it was awarded the 47th spot on IGN's Top 100 PlayStation 2 games.

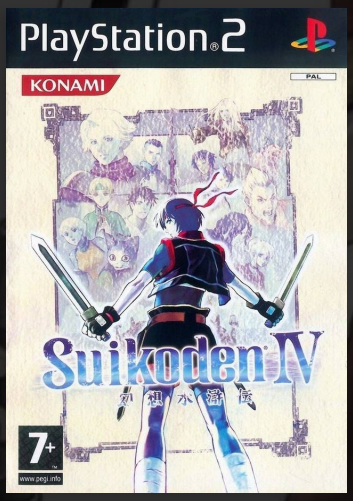
An 11-volume manga series based on Suikoden III by Aki Shimizu was published by Tokyopop in 2004 in North America. There was also a small amount of merchandising done with the three main characters, who had figurines of them released in the Japan-only Suikoden Figurine collection by Yamato Toys.

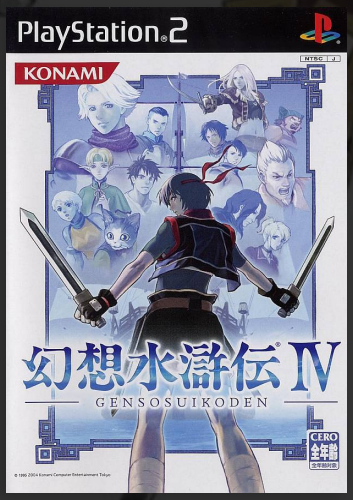
Brady Games was commissioned by Konami to write the official U.S. strategy guide for release in the U.S. The guide was co-authored by IGN's Jeremy Dunham and Brady's own Laura Parkinson, but due to undisclosed reasons, it was never published.

Suikoden IV

6.3







Developer	KCET
Publisher	Konami
Release date	(jp) August 19, 2004
Genre	Role-playing
Mode	1 Player

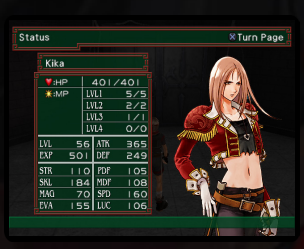
Suikoden IV is the fourth installment in the series and was released exclusively for the PS2.

Suikoden IV takes place approximately 150 years before the events of the first Suikoden game, and relates the story of a young boy living on the island of Razril and the Rune of Punishment, one of the 27 True Runes. The Rune of Punishment governs both atonement and forgiveness, and is unusual in that it consumes the life of the bearer with use; once the previous bearer dies, it immediately jumps to someone nearby. Meanwhile, the Kooluk Empire seeks to expand into the nearby Island Nations.

Suikoden IV retains many of the gameplay concepts pioneered by its predecessors along with changes. It is the first game in the Suikoden series to feature voice acting for most characters, except the hero. Suikoden IV is the first game of the series to be set at sea; travel on the world map is accomplished by ship. In contrast to Suikoden III, where the six person party was divided into three controllable groups, Suikoden IV's party consists of four individually controllable characters. During combat, characters can combine effort in the form of physical "Unite attacks" or runic magic combinations. As with previous games in the series, there are individual battles (duels) as well as battles between customizable naval forces. The naval forces can be customized to use particular runic elements through choice of captains and commanding officers; each element has a weakness and strength over another element. There are several mini-games contained within the game, unrelated to the main storyline. On the first play through the game, only a fraction of the world map is viewable, a feature not seen before in a Suikoden Game.

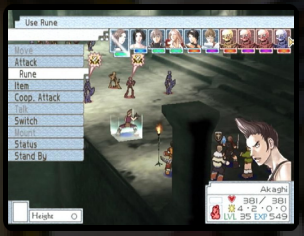
The game sold more poorly than Suikoden III in the North American markets and received "mixed" reviews according Metacritic.

While some new features were praised, many were disappointed in the fourth entry, to the point where it is widely considered the weakest of the five games.



Suikoden Tactics

6.8



Developer Konami
Publisher Konami
Release date (jp) September 22, 2005
Genre Turn-based strategy, Role-playing
Mode 1 Player

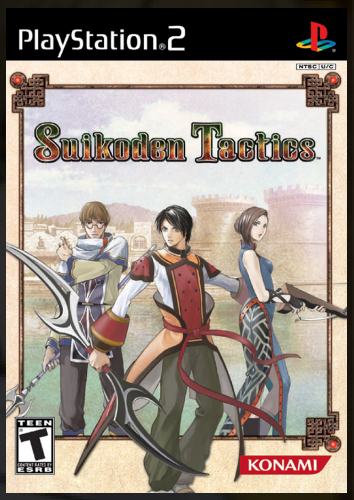
Suikoden Tactics is a tactical role-playing game released as part of their Suikoden series. It is the first strategy-based installment of the series, using tactical, grid-based combat instead of the turn-based battles employed by previous games in the series.

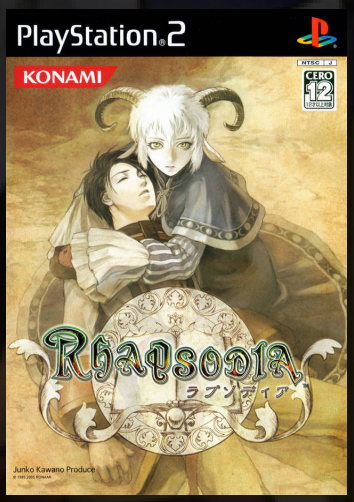
The game's fantasy story is told in two parts, taking place both before and after the events of Suikoden IV, and features appearances by characters from the title. Players assume the role of Kyril, a young man investigating the power of mysterious weapons called "Rune Cannons," which hold strange powers of transformation.

Suikoden Tactics is a tactical role-playing game and thus shares many traits with the genre. The player advances the plot by completing tactical battles and talking with other characters. The player can also recruit new characters to Kyril's cause, which often involves a short sidequest. In towns, the player can gather information, sharpen character's weaponry, learn new skills, and buy equipment. Each character may use special "Runes" or items to imbue terrain squares with various elements. Characters each have a particular element on which their attack and defence is boosted by a significant amount when they occupy a space with the corresponding element, and the reverse is true if the character occupies a space with an element the character is weak to.

Another feature of the battle system in Suikoden Tactics is its use of supporting characters. Such characters have no offensive value, as they can not attack, but impart various effects on the playing field such as healing, stealing, digging, and stat buffing.

Aside from that, the elemental runes and weapon runes from previous games return. Weapon runes in Suikoden Tactics operate differently from previous Suikoden games. Instead of a single attack with infinite uses, weapon runes impart three different attacks that operate similarly to spell runes, as each attack is defined by a certain number of charges before it can no longer be used, although all MP would be recharged upon a level-up.





J N P

7.6

Suikoden V

J N P

Developer	Konami
Publisher	Konami
Release date	(jp) February 23, 2006
Genre	Role-playing
Mode	1 Player

The fifth core game in Konami's long-running series, Suikoden V was released in 2006 in celebration of the franchise's 10th anniversary, and to end the series' run on the PlayStation 2 platform.

Suikoden V centers on the political struggles of the Queendom of Falena, and takes place 6 years before the events of the first Suikoden. The player controls the Prince of Falena and travels the world, acquiring allies and dealing with the problems of the nation. The game features a vast array of characters, with over sixty characters usable in combat and many more able to help or hinder the Prince in a variety of ways.

Suikoden V is a role-playing game and thus features many of the usual traits. The player controls the Prince and travels with him around the world map, advancing the plot by completing tasks and talking with other characters. The Prince can also recruit new characters to his cause, which often involves a short sidequest. In towns, the player can gather information, sharpen character's weaponry, learn new skills and buy equipment; wilderness areas generally feature random encounters with monsters.

The battle system to Suikoden V features six person parties in combat rather than the four person parties of Suikoden IV, reversing a much-decried change. Each character is individually controllable, as well (as opposed to Suikoden III). A variety of statistics in Suikoden V determine in-game combat ability. Like in Suikoden III, there exists a skill system in Suikoden V; for instance, the "Stamina" skill increases a character's hit points. Different characters have affinities for different skills. Only two skills can be equipped to each character, though they can be switched at any time between battles. If all six characters lose all their hit points and are thus incapacitated, it is game over and the player must restart. Exceptions exist for certain plot battles in which winning is optional; the player can lose and the plot continues on, albeit in a slightly different fashion.

The characters can be set up in a variety of fighting formations across a roughly 6x4 grid. Each formation allows the party to gain increased statistics, such as increased defense or increased attacks, occasionally offset by decreased stats in other categories, as well as a special attack based on the formation. New formations are acquired over the course of the game. Like in previous games, some characters have special cooperative attacks that can potentially do more damage.

Characters that don't participate directly in combat usually offer other services to the Prince, such as running a shop, giving clues for potential recruits, or aiding in the strategic war battles. Additionally, up to four characters may be kept in reserve of the current party; some non-combat characters, when in the reserve, offer minor benefits such as healing after battle or a greater chance of finding a special item after battle.

Runes, the source of all magic in the world of Suikoden, are handled similarly to other Suikoden games. Characters have a

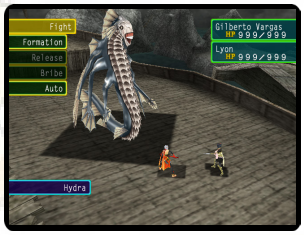
certain number of spell usages per "spell level"

The strategic war battles from earlier Suikodens return for major army clashes, in real-time with more freedom of movement than the hex and square based earlier installments. Instead, the battlefield is now continuous. Both land and naval battles exist in Suikoden V; some battles combine both elements. The system is analogous to Rock, Paper, Scissors, where cavalry beats infantry, infantry beats archers, and archers beat cavalry; at sea, ram ships are strong against archery ships, infantry ships defeat rams, and archery ships beat infantry ships. There are also additional benefits to having certain characters in certain units, such as magical attacks using runes or leadership bonuses. A few special units exist as well in beaver units and dragon cavalry units, which can travel on both sea and land.

Suikoden V also contains a number of minigames, including, but not limited to, fishing, accessible through the character Subala, and Blind Man's Bluff, a card game that Linfa plays.

Suikoden V was directed by Takahiro Sakiyama, a newcomer to the Suikoden franchise, and written by Kazuyoshi Tsugawa, who served as the writer for The Sword of Etheria and worked on the battle system design for Skies of Arcadia. The game started out as a gaiden to the series, with development beginning even before that of Suikoden IV. However, as the content that the team came up with grew, it eventually evolved into a main installment.

The music to Suikoden V was composed by Norikazu Miura and Konami veteran Miki Higashino. Miura, however, did all of the arrangement. The opening movie piece, "Wind of Phantom," was composed, conducted, and produced by Yuji Toriyama.



Suikoden V had disappointing sales compared to earlier PlayStation 2 Suikodens. In 2006 in Japan, the game sold 194,780 copies, down from Suikoden IV's 303,069. Nevertheless, Famitsu gave it a score of 32 out of 40.

Elsewhere, the game received "generally favorable reviews" according to Metacritic. The plot received praise for the depth of its political maneuverings, even if the game starts off somewhat slowly: GameSpy said, *"Suikoden V has a robust, well-done plot that doesn't telegraph every twist or conform to embarrassing clichés."* Most reviewers also found the cast of characters engaging, as well; GameSpot said that *"Suikoden's always been great at making the stars evince unique personalities with just a few exchanges of conversation, and there's lots of interesting people to meet and lure to your forces."* Suikoden V also reversed some of the unpopular changes of Suikoden IV (such as 4-person parties), and offered some tie-ins to Suikoden and Suikoden II for fans of the original PlayStation games.

The graphics and loading times were generally criticized, however. IGN wrote, *"there's a ton of loading everywhere you turn. Moving from one area to another means 2-5 second loads; initiating a battle means 7-10 second loads; winning a skirmish brings 4-6 second loads afterwards."* Game Revolution said of the graphics that *"Army battles and in-engine cut scenes look blocky and raw, but the CGI cut scenes are beautiful and detailed. Towns look great, but dungeons are horrid, bland, maze-like nightmares."*

Suikoden V won IGN's 2006 award for Best Story on the PlayStation 2. It also won the Danish gaming magazine Gamereactor's award for Best Story overall, and was named the 9th best game of the year by them.

SVC Chaos: SNK vs. Capcom

6.7

SNK Best Collection

J P

Developer	SNK Playmore
Publisher	SNK Playmore, (eu) Ignition Entertainment
Release date	(jp) December 25, 2003
Genre	Fighting
Mode	1-2 Players

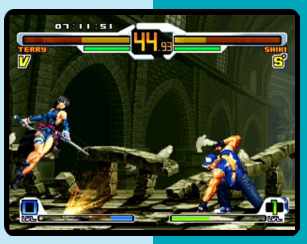
SNK vs. Capcom: SVC Chaos is a 2003 fighting game produced by Playmore (now SNK) for the Neo Geo arcade and home platform. It was later ported to the PlayStation 2 and Xbox, although only the Xbox was released in North America, and both platforms were released in Japan and PAL.

The game is a crossover featuring characters from SNK's and Capcom's respective fighting game properties such as The King of Fighters, Samurai Shodown, Street Fighter, and Darkstalkers. It was the third arcade game in a series of crossovers between these two companies and the only one developed by SNK (SNK previously produced SNK vs. Capcom: The Match of the Millennium for the Neo Geo Pocket Color).

The gameplay is based on the KOF series (particularly The King of Fighters 2002), with the same four button configuration and many of the same techniques. However, the game does not use the Team Battle format, but follows the traditional round-based one-on-one format. One new technique introduced in the game is the Front Grand Step, which allows the player to cancel attacks with a forward dash. The player can perform this technique while guarding from an opponent's attack, which will consume one Power Gauge level.

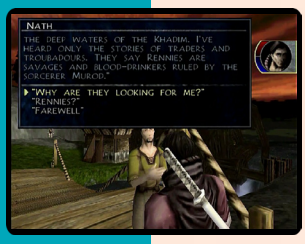
The game uses a different type of Power Gauge known as the Groove Power Gauge System, which has three levels. The Groove gauge fills as the player lands attacks against the opponents or guard attacks. When the gauge fills to Lv. 1 or Lv. 2, the player can perform Super Special Moves, a Guard Cancel Attack or a Guard Cancel Front Step maneuver. When the gauge is full, its reaches MAXIMUM level and a MAX Activation occurs. During MAX Activation, the gauge will change into a timer and the player gains the ability to cancel any of their moves anytime (in addition to Super Special Moves and Guard Cancels).

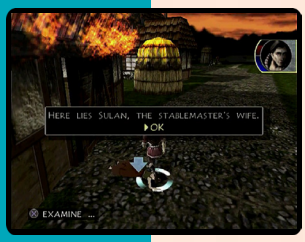
In addition to the regular Super Special Move, each character also has an 'Exceed' move which can only be performed once when the player's life is less than half.



Summoner

7.4



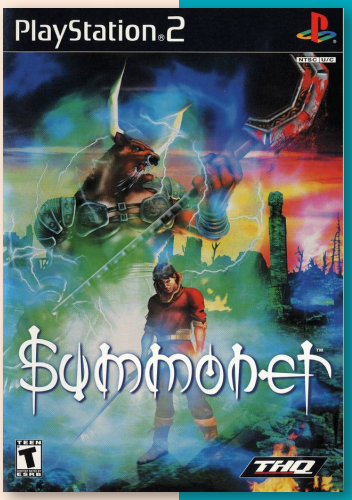


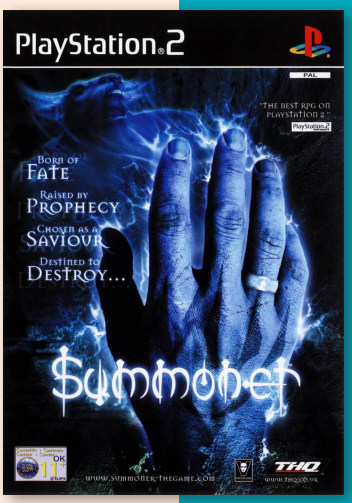
Developer	Volition Inc.
Publisher	THQ
Release date	(us) October 25, 2000
Genre	Action role-playing
Mode	1 Player

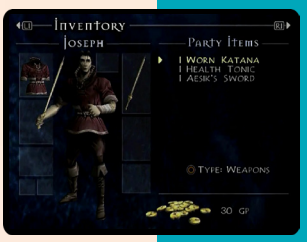
Summoner is a Western action role-playing game. It was released as a launch title for the PlayStation 2 in 2000, and was subsequently ported to Windows and Mac OS the following year. The game has a world map, involved storyline, and unique hybrid combat system involving real-time and turn-based mechanisms.

Main character Joseph was born with the mark of the summoner on his hand. As a boy, he attempted to use his power to save his village, Ciran, from attack by summoning a demon. He isn't powerful enough to control said demon, which proceeds to kill his family, friends and neighbours while destroying the entire village. Joseph flees and vows to never use his powers again. The vow is (somewhat inevitably) broken when Medeva's neighboring kingdom, Orenia, invades. Orenia's king, Murod, is attempting to find the man born with the mark of the summoner. Joseph's main goal through the game is to find six rings (ligh, dark, earth, air, fire, water) in order to summon a super powerful beastie and defeat Murod.

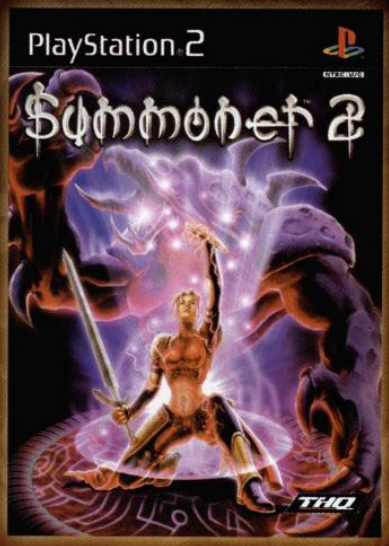
In addition to the main storyline, there are over twenty side quests that may be completed. The Summoner's combat system is a hybrid system incorporating real-time and turn-based combat, with characters essentially "taking turns" to attack during real-time gameplay. Included within this system is a unique "Chain attack" mechanic, in which players can extend their "turn" by performing special melee attacks at the appropriate time. If done correctly, players can "chain" these special attacks into long sequences, inflicting far greater amounts of damage than they might otherwise have. Characters can also acquire and use a variety of special abilities and spells, expending "action points" in order to use these abilities. The game's Summoning mechanic allows the player to conjure monsters that will serve as additional party members, allowing the player to have a 5-character party instead of a 4-character party. These monsters have their own spells and abilities that they bring into combat, but will go rogue and attack the player's party if Joseph is defeated in combat.







Summoner 2™



Features:

- Battle your enemies in real time with an all-new, party-driven combat system
- Explore over 30 exotic and imaginative 3D locales
- Fulfil Maia's prophecy through an immersive, character-driven story.
- Transform the "language of gods" into twelve powerful summons
- Control up to three characters at a time, and build your party from a roster of eight unique characters with specialized attacks and spells
- Customize your characters using a flexible skill-point system. Learn to craft deadly poisons, cast a meteor storm, or devour your enemy's soul

available
Late October

PlayStation 2

THQ

M15+
MEDIUM LEVEL
ANIMATED VIOLENCE

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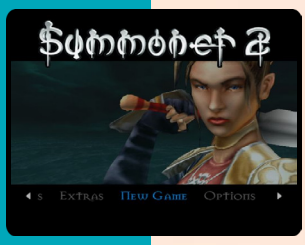
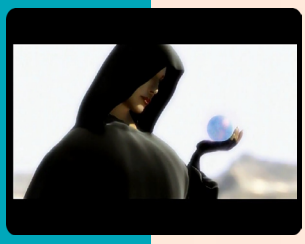
Summoner 2

7.6





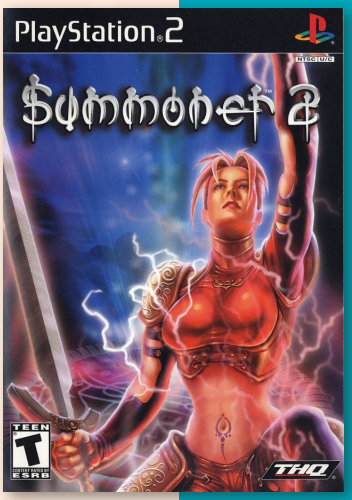
Developer	Volition Inc.
Publisher	THQ
Release date	(us) September 23, 2002
Genre	Action role-playing
Mode	1 Player

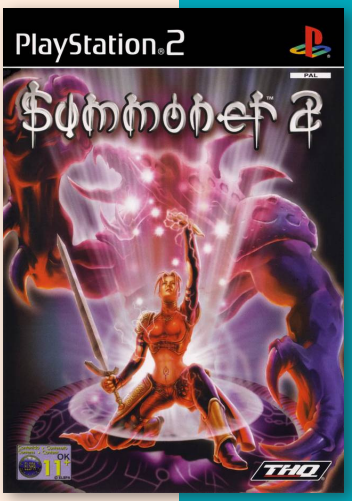
Summoner 2 was originally released for PlayStation 2 in 2002 and was re-released for the GameCube in 2003. The game features improved visuals and a more real-time, action-oriented combat system from the original.

The game takes place 20 years after the previous installment and follows Maia, Queen of Halassar and goddess reborn, as she tries to learn how to fulfill her prophecy to become the goddess Laharah and heal the Tree of Eleh. She is joined by a number of companions on her quest such as Yago, a character from the original Summoner game, who is searching for his missing daughter Rosalind. She must also combat the forces of the Tempest, a mysterious evil force who is trying to prevent her from fulfilling her destiny. The adventure takes the character all over the kingdom of Halassar and to a different dimension called "the Twilight Realm".

Similar to its predecessor, combat is in real time, with spells cast over time depending on the complexity of the spell. The chain attack system from the first game was removed in favor of a more traditional button combo and guard system. Skills are increased as the characters level up, and equipment is collected, including skills that are specific for AI controlled characters, meaning the player can focus playing a specific character if desired. Some enemies will respawn over time.

Unlike the first game, which was played with an unchangeable 5 member party (except for the summon), Summoner 2 only allows up to 3 characters to be in the party at once, although these characters are picked from a group of 7. Some sections of the game have a fixed character set-up, and most sections require Maia to be in the party. Also unlike the first game, overworld travel is done point to point, with no random encounters during travel. In addition to forwarding the main plot, Maia can also directly influence the development of the kingdom. She can donate gold collected from her adventures to improve the health services, education, and military of her realm, and also issue judgements on a variety of political issues.





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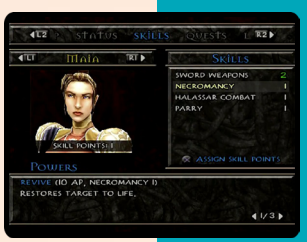
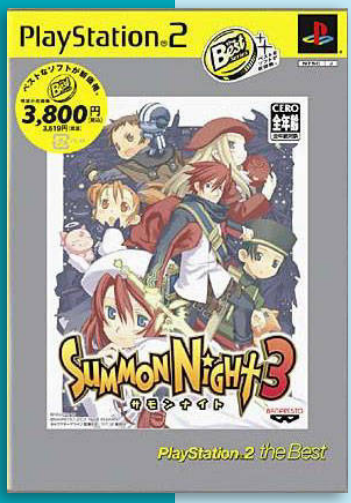


8.1

Summon Night 3

PlayStation 2 the Best



J

Developer	Flight-Plan
Publisher	Banpresto
Release date	(jp) August 7, 2003
Genre	Simulation, Role-playing
Mode	1 Player

Summon Night 3 is the third main entry in the Summon Night series. Both the PS2 and PSP versions were only released in Japan, not being localized into English for any other regions.

The game follows the male protagonist Rexx and the female protagonist Aty. As with other game's in the series, it takes place in the fictional world of Lyndbaum.

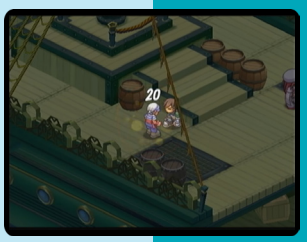
The game uses a 2D isometric engine to portray the main characters in the world map as they explore each location chatting with NPCs for clues and items, and switches to a tile-based map for combat in which players arrange their party and battle against the many creatures and enemies they run into using spells, attacks and summon abilities. The game now allows players to turn themselves into a their guardian creature, which augments their abilities considerably. But using this morphed form too much has an effect on which ending players receive (as does which characters they select at the beginning of the game).

The initial version of the game was developed by Flight-Plan and published by Banpresto.

The PSP version of the game was created upon Namco Bandai acquiring Banpresto, who had the rights to the Summon Night IP. The game, along with its sequel, Summon Night 4, were remade in order to promote the release of a new game on the platform, 2013's Summon Night 5. With Flight-Plan's closure, all three titles were developed by Felistella. The game was released on October 4, 2012.

The PlayStation 2 release of the game sold over 156,000 copies it first week of sales, higher than both of the later mainline series releases.

Main characters Rexx and Aty both make appearances in future sequel Summon Night 5. Aty appears as a playable character in the crossover video game Project X Zone 2.



Summon Night EX-Thesis: Yoake no Tsubasa

7.5

Developer	Flight-Plan
Publisher	Banpresto
Release date	(jp) August 4, 2005
Genre	Action role-playing
Mode	1 Player

Summon Night Ex-These: Yoake no Tsubasa is a spin-off in the Summon Night franchise. It was the series first attempt at an action RPG.

The player takes control of Leonus and Ainna, two adventurers that wake up in a cave to find out that not only they lost their memories but are also sharing the same body. They go on a journey to look for the mysterious Nova, who might know something about their past. The character the player choose at the start becomes the lead in the story and the true owner or the body, the other one still participates in the plot as a sub-protagonist. Normally, they are not able to talk with each others, but using the "Stone of the Everlasting Night" they can met inside an artificial world. Ex-These is the only spin-off in the franchise to take place in a different world than Lyndbaum but still being connected with the same canon and universe from the main series.

The game uses the same isometric 2D graphics as the strategy-RPG games, but now everything moves in real-time and players have direct control of their attacks and magic powers.

The main duo use swords as their weapons but, while Leonus use a long sword with slow vertical attacks, Ainna uses a short sword with more mobility and attacking horizontally, being able to cut through multiple enemies more easily.

While Summons - the franchise's signature element – are still present, they are not used in the same way as before. For instance, Summonites are not used in this game. Players must collect letters instead, those letters will form the full name of a specific summon for it to be used. Letter can be found by doing requests from NPCs; doing side-quests; or looking around the map in chests, hidden areas or monsters. Summons are used in creative ways to solve many kinds of puzzles around the game's playthrough.

The game has multiple endings. Those are earned through doing some events and other conditions during the playthrough.

"summonnight.fandom.com"

Summon Night 4

8.0

Developer	Flight-Plan
Publisher	Banpresto
Release date	(jp) November 30, 2006
Genre	Simulation, Role-playing
Mode	1 Player

Summon Night 4 was released for Playstation 2 and the last main entry in the series made by Flight Plan. It was ported for the PPSP much later by Felistella.

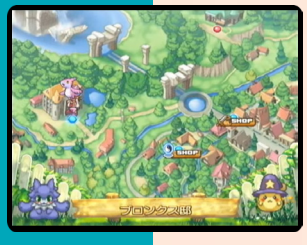
The plot in this game focus on a parent/child relationship. The protagonist is a teenager who lives as a Inn keeper in Traiul, a town in the Empire. During a meteor shower, a giant egg falls next to the lead, revealing a baby dragon inside it. The dragon does an imprint and start thinking the protagonist is its parent. The protagonist adopts the dragon, but a mysterious group is also after the baby. He eventually comes to know that the baby is actually the reincarnation of a dragon god, – the protector of all summon beasts. The dragon's clerics come to help but are unable to set them apart. Feeling responsible, the main character decides to protect the baby and consequently, every summon beast in the world.

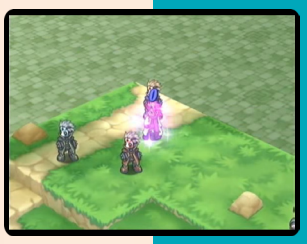
As previous games in the series, Summon Night 4 features different endings and plot threads depending on what character the player choose to play as, and which magical character they decide to save at the start of the game, as well as what dialogue and combat choices they make at key moments in the game.

Using 2D isometric graphics, the game alternates between a world map/town mode in which players talk to NPCs to advance the plot and get items, and a turn-based combat mode in which they position their party in a tile-based map and attempt to defeat their opponents in strategic combat.

A new feature for the sequel is a cooking module in which players mix different ingredients to get magical dishes that increase their stats or grant the characters special spells. Also, depending on the dialogue choices and combat performance supporting characters can now enter the combat area at any time and provide reinforcements, spells and aiding items to the party even if players can't get them to join their party.

"mobygames.com"





Summon Night Gran-These:
Horobi no Tsurugi to Yakusoku no Kishi

7.7

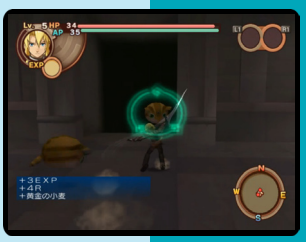
Developer Flight-Plan
Publisher Namco Bandai Games
Release date (jp) March 11, 2010
Genre Role-playing
Mode 1 Player

Summon Night Granthese is a 3D action-RPG spinoff of the Summon Night series. Much like the previous title Summon Night Ex-thèse, the player controls two protagonists and can freely switch between them at any time. Lost is a skilled swordsman and is skilled in close combat, while Millet wields pistols and can attack from a distance. Unlike the previous title, both characters share status and attributes, though they have separate sets of equipment. Defeating monsters earns experience; combo chain attacks, which can include both characters on the fly, will earn bonus experience. When the player levels up, points can be distributed to increase the characters' attributes, but the effects are applied to both Lost and Millet.

The game largely takes place in a 3D world similar to modern Zelda games. However, towns are simplified to a menu which allows for shopping and speaking to other characters; it is often necessary to speak with NPCs multiple times to learn where to proceed in the story. The story itself is divided into chapters; exposition is presented as visual novel-style character stills with voiced dialogue. There are also occasional animated cutscenes. The story changes slightly depending on which character the player has chosen as their main protagonist.

In addition, there are also several major sub-systems in the game. Most important is the item crafting system, where the player can synthesize special items in various combinations to create other, more useful items such as potions and equipment. Results of different combinations are recorded, and it is also possible to learn recipes from other characters throughout the game. In addition, there is also the Summon system, which allows the player to choose from different creatures to change the properties of their special attacks. Different Summons can be assigned to Lost and Millet, and certain ones will even have different effects depending on who they are assigned to.

"mobygames.com"



7.1

Sunsoft Collection

J

Developer	SNK Playmore
Publisher	SNK Playmore
Release date	(jp) June 26, 2008
Genre	Fighting, Compilation
Mode	1-2 Players

Sunsoft Collection is the 11th volume in the NEOGEO Online Collection and bundles SunSoft's only two games for the Neo-Geo platform.

Both games include original and arranged music, as well as versus and training modes. Also included is support for two player versus matches over a broadband connection - however, this feature was only available to Japanese players.

Galaxy Fight: Universal Warriors was released as a 1995 fighting game. It was Sunsoft's second fighting game after their 1994 Super Famicom spin-off of their Hebereke series, Sugoi Hebereke, as well as their first side-viewed 2D fighting game.

Waku Waku 7 is a 1996 2D fighting game initially released as an arcade game for the Neo Geo MVS.

The game has an irregular feature set for a fighting game of its time, and includes features common to SNK fighting games (such as four basic attacks and screens zooming).

In 2012, Complex ranked this "underrated and virtually unknown fighter" as the 12th best SNK fighting game ever made.

7.8

Sugar Sugar Rune

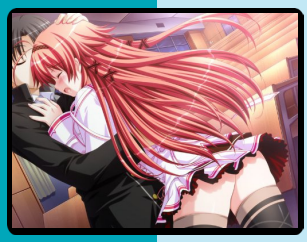
J

Developer	Bandai
Publisher	Bandai
Release date	(jp) December 15, 2005
Genre	Action-adventure
Mode	1 Player

Based on Anno Moyoco's Sugar Sugar Rune manga, the goal in this game adaptation is to turn Chocola Meilleure and Vanilla Myu into witches worthy of the title Queen of the Demon Kingdom. Prior to their heading out for the day, players will have to dress the two as they see fit, the goal being to make them win the hearts of all the boys at school. While working on romancing the boys, players will make them engage in stretches and prepare their hair for the following day. The game includes over 10 boys, including a few original creations.

"ign.com"

Suzunone Seven: Rebirth Knot



Developer	Alchemist
Publisher	Alchemist
Release date	(jp) May 27, 2010
Genre	Visual novel
Mode	1 Player

Suzunone Seven: Rebirth Knot is a console port of Suzunone7, a Japanese visual novel developed and published by Clochette.

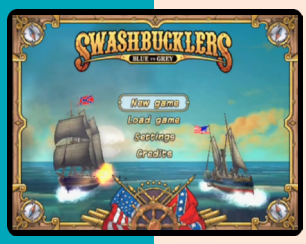
The story of Suzunone Seven! takes place in a world where magic is established as one of the energies. There is a prestige school called Suzunone Magic School, which has many talented pupils capable of magic, however, there are also dropout students, and the worst seven students are forced to contribute to a studying camp called the Suzunone Trial. There, they will take exams and whoever does the worst will be expelled from school.

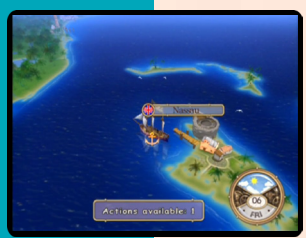
The console version removes the adult content from the PC release, and adds two new characters: American exchange student Toa Maria Matos, and her guardian Mayo Shōno. In addition, all the voiceovers have been redone with different actors.

J

4.5

Swashbucklers: Blue vs. Grey





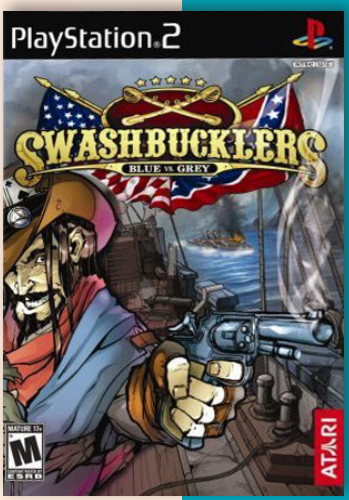
N

Developer	Akella
Publisher	Akella
Release date	(us) November 20, 2007
Genre	Action-adventure
Mode	1 Player

Swashbucklers: Blue vs. Grey is an action role-playing game, where players take the role as the schizophrenic Captain Abraham Gray. Players can sail the world and explore towns on their own custom-made pirate ship as they smuggle and plunder their way to riches. They can blow the enemy out of the water in naval battles or duel the rival ship captains one-on-one.

The game feature a variety of weapons, ranging from the six-shooter and sabers to more exotic inventions such as powder rockets or gatling guns. Swashbucklers: Blue vs. Grey also offers many forms of customization: be it upgrading Captain Abraham Gray's ship into a fortress of defense or an array of armaments to sail the high seas. Even the Captain himself will earn skills and perks.

"mobygames.com"



Super Bust-A-Move

7.5

J N P

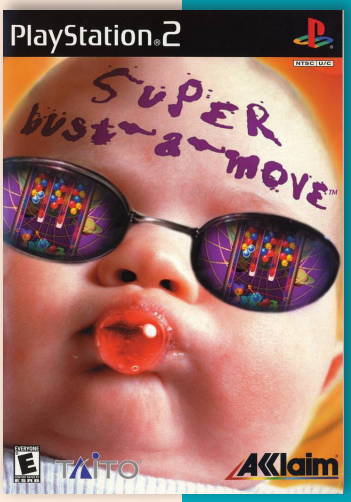
Developer	Taito Corporation
Publisher	Acclaim, (jp) Taito Corporation
Release date	(jp) September 28, 2000
Genre	Puzzle
Mode	1-2 Players

Super Puzzle Bobble, released as Super Bust-A-Move in Europe and North America, is a puzzle game in the Puzzle Bobble series. It was released for the PlayStation 2 and Windows. There is a different arcade release with the same name.

Super Puzzle Bobble gameplay is essentially the same as the rest of the series. It bestows some audiovisual improvements, adds and removes gameplay elements, adds a new art style, and adds a new character roster.

The aim of the game, as with the previous titles in the series, is to remove a collected number of coloured bubbles from the game screen. To do so, at the bottom of the screen, players aim and fire the coloured bubbles from a launcher, sending the bubbles upwards into the container. Match three or more together of the same colour to clear them from the screen.

Classic mode features a number of bubble puzzles previously seen in the Bust-A-Move series, while Normal mode has some new variations on the bubble removing theme. Two players can also compete against each other.



Super Bust-A-Move 2

Developer	Taito Corporation
Publisher	Ubisoft, (jp) Taito Corporation
Release date	(jp) September 19, 2002
Genre	Puzzle
Mode	1-2 Players

Like with previous installments in the series, Super Bust-A-Move 2 has the player match coloured bubbles to clear the screen of bubbles.

There's a variety of special bubbles available, some of them acting as bombs for example, while others randomly colour the bubbles they hit. The game also contains several different play modes: story mode (with several different characters to choose from, some of them hidden), duel mode and single player puzzle. In addition, there's an edit mode that lets the player create custom puzzles.

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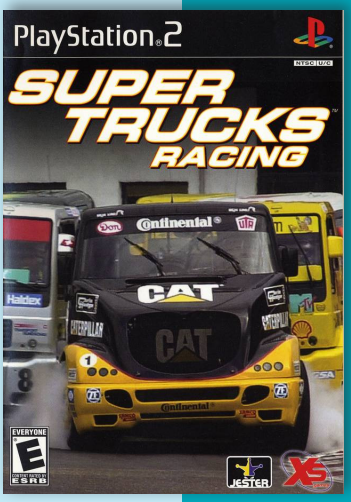
7.3

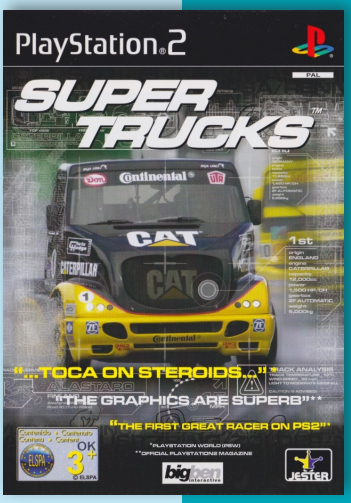
J N P

Super Trucks Racing

6.6

Developer Jester Interactive
Publisher Jester Interactive, (us) XS Games, (jp) Success
Release date (eu) June 28, 2002
Genre Racing
Mode 1-2 Players





Super Trucks Racing (known in Europe as Super Trucks) is a truck racing game for the PS2. All drivers and sponsor information are based on 2002 season of the Super Trucks racing series.

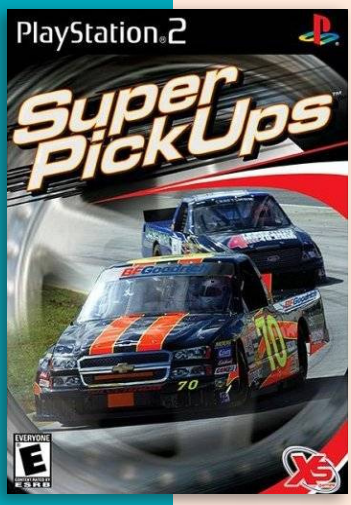
While players does not have to worry about refueling their truck with gasoline, players must maintain the temperature of their brakes by cooling them with water. An option in the menu can be toggled so this task can either be done manually or automatically by the game. Since there is not an unlimited amount of water to cool the brakes, even automatic brake cooling does not automatically guarantee that the brake temperatures will remain cool in the longer races or practice sessions.

These specialized trucks are eighteen wheelers that are modified for racing on road courses; a large majority of these courses are located in Europe (including the Circuit Paul Armagnac in Nogaro, France). Formula One-like physics and turning dominate the tracks. Darlington Raceway (referred to in-game as "Darlington Autodrome" for no apparent reason) is considered to be one of the few North American courses in the game. However, it uses right as well as left turns like a road course instead of the standard oval used for NASCAR racing.

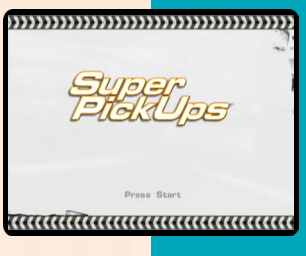
J N P

Super PickUps

6.4



Developer Milestone S.r.l
Publisher XS Games
Release date (us) September 25, 2007
Genre Racing
Mode 1-2 Players



Super PickUps is the sequel to Super Trucks Racing. Players can choose from 16 different pickups that can be raced on 20 different tracks. It is possible to customize the driver and pick the sponsor for their truck. Players should pick their sponsor carefully that matches their driving style. They'll get awarded upgrades depending on whether they win and their driving style.

N P

Super Dragon Ball Z

7.2

J N P

Developer	Crafts & Meister
Publisher	Atari, (jp) Banpresto
Release date	(jp) June 29, 2006
Genre	Fighting
Mode	1-2 Players

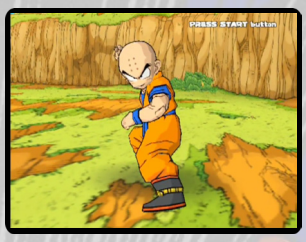
Super Dragon Ball Z is a cel-shaded 3D fighting game, based on the Japanese manga series Dragon Ball created by Akira Toriyama. It was released in Japanese and European arcades running on System 256 hardware, and later for the PlayStation 2. The game was developed by Arika and Crafts & Meister, headed by Noritaka Funamizu (a former Capcom fighting game producer who worked on the Street Fighter series and Darkstalkers). The game features 18 playable characters, destructible environments, and a game engine geared towards fans of more traditional fighting games.

Shifting away from the gameplay of recent series such as the Dragon Ball Z/Budokai and Sparking!/Budokai Tenkaichi games, Super Dragon Ball Z brings its style back to a more traditional formula made famous with the Capcom, SNK, etc. games of the 1990s.

"Fireball motions" and the like provide the majority of special move inputs, along with "dial-a-combos" (as seen in Mortal Kombat 3 and the Tekken series) for closer, hand-to-hand combat. Some characters (Goku, Gohan, Vegeta, Trunks, etc.) have brief power-ups into their Super Saiyan forms. Characters have "super moves", throws, juggles, dashes, etc. that can trace their roots back to these earlier 1990s games.

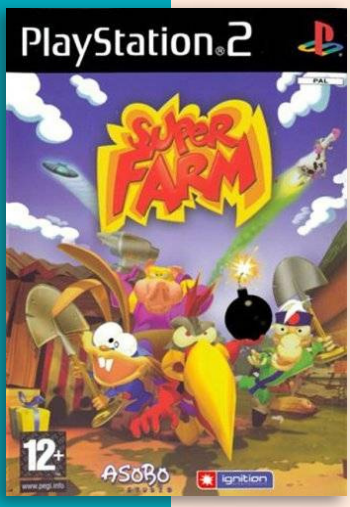
The game's theme throughout its presentation is that of the manga. Color schemes, art styles, and even loading screens are all nods to the original Japanese Weekly Jump serialization and collected tankobōn run of the series.

Atari have made a few alterations to their North American version of this release. The opening song, "Cha-La Head-Cha-La" has been replaced with techno instrumental. Also, the Japanese manga-style sound effects have been altered to an English translation, apparently to help with the translation of the game. Finally, there is no option for the Japanese voice actors. The PAL version has the same opening song and manga-style sound effect translations as the US version, but alternatively retains the Japanese voice actors with no option to change to the English cast.



Super Farm

6.0



Developer	Asobo Studio
Publisher	Ignition Entertainment
Release date	(eu) October 17, 2003
Genre	Party, Platformer
Mode	1-2 (4) Players

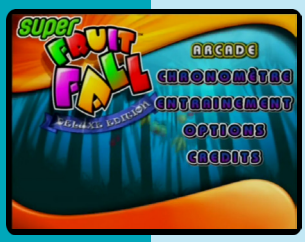
Super Farm is a party video game with a farmyard theme developed by Asobo Studio and published by Ignition Entertainment for the PlayStation 2.

Players control one of 10 anthropomorphic farmyard animals and compete in 16 different arenas in order to impress a voluptuous turkey hen named Pamela. The game feature 16 levels with different mini games.

P

Super Fruit Fall

5.4



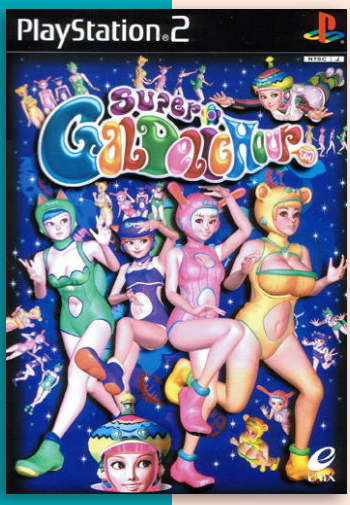
P

Developer	Aqua Pacific
Publisher	System 3, (au) Play It
Release date	(eu) September 1, 2006
Genre	Puzzle
Mode	1-2 Players

Super Fruitfall is a simple tile matching game. The playing field is a frame which is differently shaped in every level, e.g. sometimes a regular square or a tube. The interior space also features different forms. Fruits are spread out in this frame which the player can rotate either left, right or 180°. Then the fruits start falling and if multiple of the same kind touch each other they vanish. The goal of a level is to get rid of every fruit.

Super Galdelic Hour

7.0



Developer	Exrays
Publisher	Enix Corporation
Release date	(jp) March 29, 2001
Genre	Party, Mini-games
Mode	1-2 Players

Super Galdelic Hour is a mini-game collection with a retro-psychedelic space theme not unlike Space Channel 5. Choosing from one of four young girls, each representing a different animal, one or two players can compete in 11 different minigames including whack-a-mole, jump rope, and a pie-throwing quick draw contest. There is also a single-player story mode where the player can unlock different outfits for the girls.

J

Super Monkey Ball Adventure

5.3

NP

Developer	Traveller's Tales
Publisher	Sega
Release date	(eu) June 30, 2006
Genre	Action-platformer
Mode	1-2 (4) Players

Super Monkey Ball Adventure is part of Sega's Super Monkey Ball series. This game is a departure from the series in the sense that the puzzle-based gameplay is replaced by a more traditional 3D platform game world. Traveller's Tales has retained some of the mini-games, however, and integrated the features into the gameplay. Some new mini-games are also integrated into the adventure world.

Choosing from one of four monkeys, players roll their way around the various islands of Monearth, talking to citizens and performing the tasks they request (such as delivering sandwiches, finding a missing baby, rescuing rare flowers, and more) to cheer them up.

Certain parts of the island are locked by 'Puzzle Gates' - these can only be unlocked by solving the puzzle stages which can be accessed in front of the gate. The Puzzle Realm stages are the more familiar gameplay of Super Monkey Ball - simple looking stages where players must carefully (but quickly) roll their monkey to the finish line within the time limit.

Bananas can also be collected throughout the game - these are used as currency, and can be used to unlock new playable characters and puzzle stages. They can also be given to particular unhappy citizens. The monkeys will also learn magical chants as they progress through the game - these allow players to climb walls, set their monkey's ball on fire, use a boxing glove to attack, among other abilities.

Also included in Super Monkey Ball Adventure are the Party Games - like Monkey Race, Monkey Target and Monkey fight return. There's also three new games: 'Monkey Cannon', 'Monkey Bounce' and 'Monkey Tag'.

Super Monkey Ball Adventure received negative reviews from critics. This was due to the confusion of goals (the significant difference compared to the other Super Monkey Ball games), the lack of character control (causing a lot of falls, especially in water), repetitive and long loading screens, sound glitches, and other various game glitches and crashes.

Super Monkey Ball Deluxe

7.8

Developer	Amusement Vision
Publisher	Sega
Release date	(jp) March 24, 2005
Genre	Party, Mini-games
Mode	1-2 (4) Players

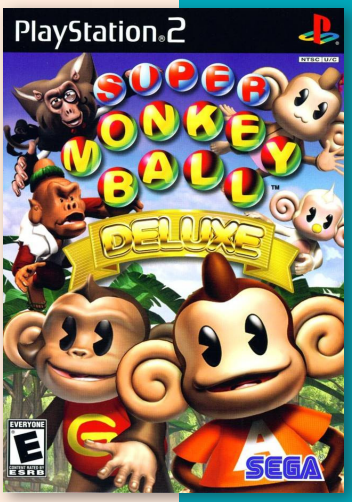
Super Monkey Ball Deluxe is a platform game released for the PlayStation 2 and Xbox. The game compiles all stages from Super Monkey Ball and Super Monkey Ball 2, as well as adding original levels (which were originally intended for the cancelled third installment). The game is also notable for its large number of customizable party mini-games, many of which are unique to Deluxe.

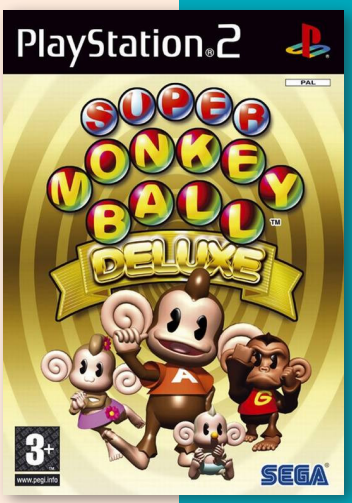
The gameplay is largely the same as the first two in the series. Much like the classic arcade game Marble Madness, the player must navigate a ball across many puzzling courses within a time limit, usually 60 seconds. The controls are very simple: the player uses the directional analog stick to move the entire floor in order to guide one of four anthropomorphic monkeys (encased in a large clear ball) towards the goal, while avoiding hazards and obstacles (for example, moving platforms, mazes, ramps). Collecting bananas scattered throughout the stage raises the player's score, and awards extra lives. If the monkey ball falls off the edge of a platform or the time runs out, the player loses a life. If the player reaches the arch-shaped goal, the player finishes the stage and the player advances to the next stage. Higher levels have a greater challenge and complexity: most of the levels in Story Mode are characterised as Beginner, Advanced and Expert.

The game has several game modes to play. The game's Story Mode is one player only, and features the same story mode featured in Super Monkey Ball 2.

Challenge Mode consists of 240 levels separated into sections based on difficulty level. Beginner difficulty has 40 stages, Advanced difficulty has 70 stages, Expert difficulty has 100 stages and Master difficulty has 20. Each difficulty level also has 20 extra stages (with the exception of Master difficulty, which only has ten).

Super Monkey Ball Deluxe was well received, with critics praising the gameplay, but criticizing its audio and graphics.





J N P

Super Robot Taisen

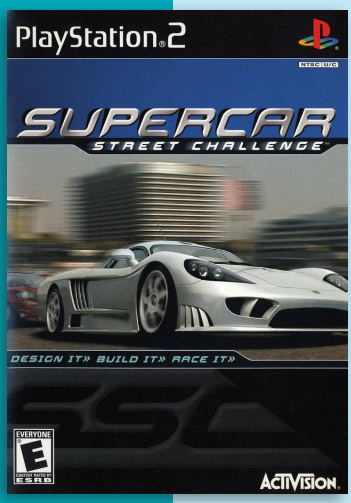
Super Robot Wars (スーパーロボット大戦 Sūpā Robotto Taisen) is a series of tactical role-playing games produced by Banpresto, which is now a Japanese division of Bandai Namco Entertainment. Starting out as a spinoff of the Compati Hero Series (crossover teams between Ultraman, Kamen Rider and Gundam), the main feature of the franchise is having a story that crosses over several popular mecha anime, manga and video games, allowing characters and mecha from different titles to team up or battle one another. The first game in the franchise was released for the Game Boy on April 20, 1991. Later spawning numerous games that were released on various consoles and handhelds. Due to the nature of crossover games and licensing involved, only a few games have been released outside Japan, and in English (early English-language games only feature Banpresto's original characters and mecha, and a flagship installment were to never be released until 2016, with the English release of Super Robot Wars V in Southeast Asian countries). The franchise celebrated its 25th anniversary in 2016.

Games in the franchise are usually strategy role-playing games, with some elements from visual novels in terms of the story and some decision making throughout the game's storyline. All the games follow a basic structure: when a stage begins, the character receives introductory dialogue between playable characters, leading to the scenario on the battlefield. To complete a scenario, the player must accomplish scenario objectives. Some scenarios are longer, with multi-part missions or have new objectives added as the story unfolds. On battlefield, the player and enemy take turns to order their units with commands available, such as movement, attacking, forming squads and casting "Spirit Commands", a set of magic-like spells unique to each pilot. Once the scenario is cleared, more dialogue is exchanged between characters before the player is taken to an intermission menu. Here, units can be upgraded or optional parts installed, characters' stats and skills can be changed or upgraded, and other maintenance actions can be performed before the player continues on with the game.

Super Robot Wars eventually garners an influence on the Japanese animated industry, sparking fan interest in old anime mecha shows, some of which are first heard of or seen by fans playing the games. For example, Steel Jeeg, garnered the sequel Kotetsushin Jeeg after its appearances in the 2nd and 3rd Super Robot Wars Alpha: To the End of the Galaxy.

Supercar Street Challenge

5.7



Developer	Exakt
Publisher	Activision, (jp) Success
Release date	(us) October 22, 2001
Genre	Racing
Mode	1-2 Players

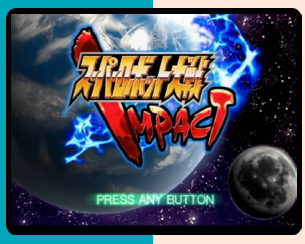
Supercar Street Challenge let players drive cars like the Saleen S7 and Zonda C-12S. They can race on 23 courses in 7 cities in multiple game modes. They can also modify their supercar in the Steve Saleen design studio.

The game may be seen as a Need for Speed clone, since it includes all the same structures built in, including multiple classes of cars, lots of courses and exotic cars.

J N P

Super Robot Taisen Impact

8.0



J

Developer	TOSE
Publisher	Banpresto
Release date	(jp) March 28, 2002
Genre	Turn-based strategy
Mode	1 Player

Super Robot Wars Impact marked the series's debut on the Playstation 2. It is a remake of Super Robot Wars Compact 2 Earth Crisis, Cosmoquake, and Galaxy Showdown, all of which were originally released for the Bandai Wonderswan. Battles take place on fully-3d maps, while combat sequences are animated using Super Robot Wars Alpha Gaiden's engine.

The game follows Kyosuke Nanbu, Excellen Browning and their teammates as they battle various factions, including the alien Einsts. The first chapter features Kyosuke and the Earth team led by Dancougar's Kotaru Hazuki, while the second chapter features Excellen and the space team led by Gundam's Bright Noa. The teams unite in the third and final chapter. Mobile Fighter G Gundam and Martian Successor Nadesico are added to the game's roster in Impact, along with a new original villainness.

The game feature several new features, including; Battleship Support, Shield Counter, Command Attack and Interactive Maps. The map design design (along with the other new features of this game) are used again in Super Robot Wars MX.

As a remake, this game introduces no new anime series.

"giantbomb.com"

Limited Edition

Super Robot Taisen MX

8.3

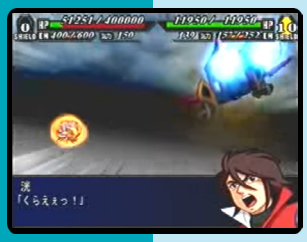
Developer	TOSE
Publisher	Banpresto
Release date	(jp) May 27, 2004
Genre	Turn-based strategy
Mode	1 Player

Released in Japan in March of 2004, MX features Z Gundam, The End of Evangelion along with 19 other robots. The game also introduces two entirely new robots to the series. Bandai has powered up both graphics and gameplay systems over its predecessor to offer a more advanced and immersive simulation roleplaying experience. Improvements include a new double attack feature as well as more cinematic "cut-ins". The game was later ported to the PSP with minor gameplay tweaks, titled Super Robot Wars MX Portable.

MX is also one of the few games in the franchise where the player does not have a choice of which "Banpresto Original" protagonist they can play. In this game, both original characters, Hugo Medio (voiced by Hiroki Takahashi) and Aqua Centolm (voiced by Yuri Shiratori), share the same machine, though there is still a choice of which two mechs to use: the super robot, Garmraid, or the real robot, Cerberus.

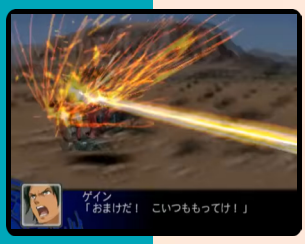
Another notable change in MX is the Mobile Suit Gundam series do not partake in any of the major events of the game. Other than G Gundam, which loosely links their endings (from which the MX storyline is set after the endings, according to the events of Super Robot Wars Impact) and plots to the "Banpresto Original" storyline, the other Gundam productions almost solely exist in purpose to support the other non-Gundam titles of MX. It departs from other Super Robot Wars productions where conflicts between various Gundam factions must be taken as part of the overarching storyline.

Because of the series included in MX, it is often theorized the game was intended to be a direct sequel to Super Robot Wars Impact, since it includes several of the same series from that game, most notably Machine Robo. At the same time, both games feature the "Free Route" system: instead of following a completely linear progression, the player is able to choose what order to play certain scenarios in, potentially affecting the storyline or giving the opportunity to receive hidden units or characters.



Super Robot Taisen Z

8.4



Developer	Banpresto
Publisher	Namco Bandai Games, (as) SCEI
Release date	(jp) September 25, 2008
Genre	Turn-based strategy
Mode	1 Player

The first Super Robot Wars title to be created under Bandai Namco Entertainment, Super Robot Wars Z broke certain precedents and traditions: for example, at its time, the number of new series was more than any previous Super Robot Wars installment. Released in 2008, players take on the role as either Rand Travis, a wandering repairman/mechanic, who's partnered with the young Mel Beater, or Setsuko Ohara, a member of "Glory Star", a small military squadron in the Earth Federation, alongside teammates Denzel Hammer and Toby Watson, as they are pulled through many conflicts.

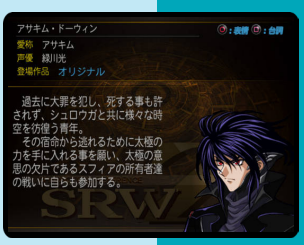
The primary plot of Z kicks off with a "Space-Time Oscillation Bomb", which fuses an array of parallel worlds ("Plural Worlds") into one (which would, in later installments, be named "UCW"). This kickstarts the "Plural War", which is confronted by many individuals forming the special squad "ZEUTH".

"tvtropes.org"

J

Super Robot Taisen Z Special Disc

8.0



Developer	Banpresto
Publisher	Namco Bandai Games
Release date	(jp) March 5, 2009
Genre	Turn-based strategy
Mode	1 Player

The Special Disc version continue the story from Super Robot Taisen Z and feature a number of side stories. The game also comes with extras, including a Super Robot glossary and information on characters from the game. Players can continue from their save from the first game with all of their equipment, money and PP.

The game also feature a challenge mode where players get involved in a series of quests with a fixed amount of equipment.

J

8.4

Super Robot Taisen: Original Generations

Developer	Banpresto
Publisher	Banpresto, Namco Bandai Games
Release date	(as) June 26, 2007
Genre	Turn-based strategy
Mode	1 Player

PlayStation 2 the Best

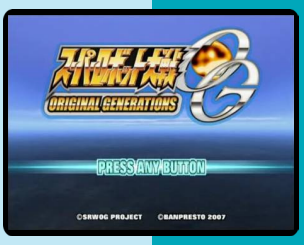
Korean Release

Super Robot Wars OG: Original Generations is a tactical role-playing game for the PlayStation 2. Original Generations is a remake of the two Original Generation games for the Game Boy Advance and is intended to celebrate the Super Robot Wars series' 15th anniversary.

Original Generations is developed by the team that produced Super Robot Wars MX and uses high-energy, dynamic action for the in-game battle sequences. There are similarities in the user interface and battle screen to the 3rd Super Robot Wars Alpha: To the End of the Galaxy, though it is merely coincidence, as the producing team may have been influenced by the design of Alpha 3.

The game includes a new variation of the squad combat system of the 2nd Super Robot Wars Alpha and Alpha 3, called the Twin Battle System. It allows two adjacent units to combine into one squad, which can then attack simultaneously. The units can either focus their fire on a single target (with a damage penalty for the secondary unit) or, when facing another squad, each target a different one of its members. Squads can also support other squads offensively and/or defensively, allowing up to four attacks in a single action. As in the Alpha games, a single unit can also use an ALL attack to strike both members of an enemy squad at once. The game also features new ALLW Attacks, similar to the Double Attacks in MX, which can strike both members of a target squad and a single unit (or squad) directly next to it.

A small, but significant change in gameplay are the Spirit Commands, character abilities akin to magic spells. All characters retain their set of six Spirit Commands when fighting alone, but when placed into a squad, a seventh Spirit Command is available, known as the Twin Command. This Twin Command, unique to each character, takes SP from both characters in the squad, and is generally more powerful than the other Spirit Commands available to them. This makes Original Generations the first game in the franchise to break the six Spirit Command limit.



Super Robot Taisen Original Generation Gaiden

8.4

Developer	Banpresto
Publisher	Banpresto
Release date	(as) December 24, 2007
Genre	Turn-based strategy
Mode	1-2 Players

Super Robot Wars OG Gaiden is a direct sequel to Super Robot Taisen: Original Generation, for the PlayStation 2. The bonus segments of Original Generations, entitled Original Generation 2.5: Unified Wisdom, was regarded as a preview for Original Generation Gaiden. The game resolves many matters left unchecked at the end of Original Generation 2.5, such as one of the main antagonist's unfinished plan and the activities of one of the enemy factions.

The same tactical gameplay from Original Generations is carried over to Original Generation Gaiden, along with the Twin Battle System and Twin Command game mechanics.

The first of two new gameplay features in Original Generation Gaiden is a card battling mini-game, entitled, Shuffler Battle Mode. Separate from the main game, this unique card game allows the player to play against the computer using trading cards representing various characters and mechs in the Original Generation games, played in the style of traditional collectible card games. The second gameplay feature is the inclusion of a Free Battle Mode, where the player is given the freedom of setting their own scenario, placing which allied or enemy characters and mechs on the field in a specific environment.

Like Original Generations, Original Generation Gaiden includes new content, in the form of new characters and mecha, but also provides additions to existing characters and mechs.

New mecha and characters from new series for the game include the following:
Fighter Roar's sister, Emi. Dark Brain, Warrior Roar's nemesis, makes an appearance. Raul Gureden and his sister, Fiona Gureden, the protagonists of Super Robot Wars R. Folka Albark, protagonist of Super Robot Wars Compact 3. Shura Generals Altis Tarl, Magnus Ald and Maythis Mark from Compact 3. And Hugo Medio, one of two protagonists of Super Robot Wars MX. Albero Esto, one of the game's main antagonists, is also playable, along with his son, Foglia Esto.

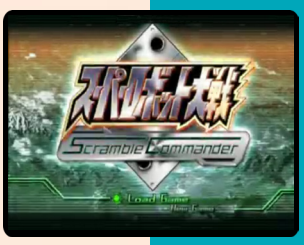
Limited Collection Figure Box

Korean Release

J

Super Robot Taisen: Scramble Commander

7.3



Developer	Banpresto
Publisher	Banpresto
Release date	(jp) November 6, 2003
Genre	Real-time strategy
Mode	1 Player

Super Robot Taisen: Scramble Commander is the first non-SD Super Robot Wars game, featuring various mecha from anime such as Gundam, Evangelion, Mazinger Z, Great Mazinger, Getta Robo, Getta Robo G, Combattler V and more.

The game features original antagonist mecha without any original protagonist mecha including an original ghost mechanical beast.

J

Super Robot Taisen: Scramble Commander the 2nd

7.8

Developer	Banpresto
Publisher	Banpresto
Release date	(jp) November 1, 2007
Genre	Real-time strategy
Mode	1 Player

This is the second game of Super Robot Wars's "Scramble Commander" subseries. It is a real-time strategy game, unlike the rest of the franchise.

The game includes Shou Zama, the protagonist of Aura Battler Dunbine. He is pulled into the magical world of Byston Well by a warlord that wants him to serve as an Aura Battler pilot.

J

Super Micchan

5.9

Developer	Jaleco Entertainment
Publisher	Pacific Century Cyber Works
Release date	(jp) April 26, 2001
Genre	Mini-games
Mode	1-4 Players

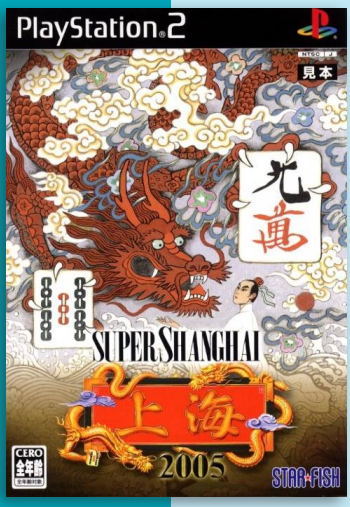
Super Micchan (スーパーマイクチャン) is a game in which players can use a microphone to play several mini-games.

The game feature 15 different mini-games where the goal usually consist of screaming into the microphone at the right time. The game can be played with up to four players.

J

Super Shanghai 2005

6.9



Developer	Starfish
Publisher	Starfish
Release date	(jp) November 25, 2004
Genre	Board
Mode	1-2 Players

Super Shanghai 2005 (スーパー上海2005) is a mahjong game. The game was later released for Sega NAOMI GD-ROM arcade hardware in 2005.

The game use the Shanghai rules but also includes two new rule sets and a normal mode, with a new puzzle game using the match-up mode and mahjong tiles.

J

Superbike GP

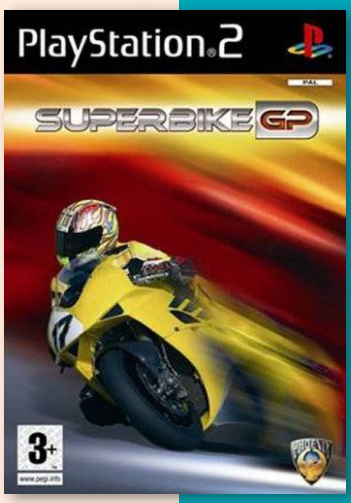
P

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) 2006
Genre	Racing
Mode	1 Player

Superbike GP is a one-player racing game, developed and published by Phoenix Games, which was released in Europe in 2006.

Players have 6 different bikes to choose from and race on 10 different tracks. The game feature 2 different game modes; Arcades and Championship.

Like most Phoenix Games, this game feature simple graphics, gameplay and controls.



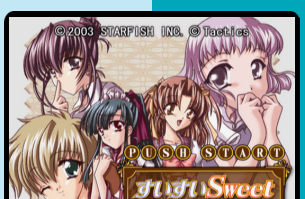
Sui-Sui-Sweet

7.4

Developer	Starfish
Publisher	Starfish
Release date	(jp) December 25, 2003
Genre	Visual novel
Mode	1 Player

Sui-Sui-Sweet is a visual novel and a port from a Windows game.

Players take control of the third-year student protagonist Kosuke, who is surrounded by a different girls. They include his bright and cheerful childhood friend Makoto. The stoic council president Kyoka. The cool girl Chiaki. The flirtatious first year Miho. And the crazy about adivination Yuubi.



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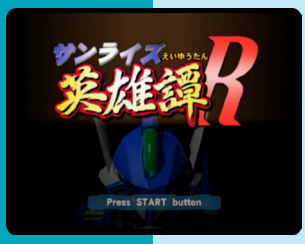
Sunrise Eiyuutan R

6.0



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Developer	Atelier-Sai
Publisher	Sunrise Interactive
Release date	(jp) November 22, 2000
Genre	Turn-based strategy
Mode	1-2 Players

Sunrise Eiyuutan R is the third Sunrise Eiyuutan game since the series' debut on the SEGA Dreamcast. This roleplaying game brings all the Sunrise heroes together for a communal quest. The number of characters is quite large: 100 mechs and more than 200 characters from a total of 28 different anime series are present. The representations are complete with voiceovers and intros by the original actors.

Sunrise Eiyuutan 2

6.2

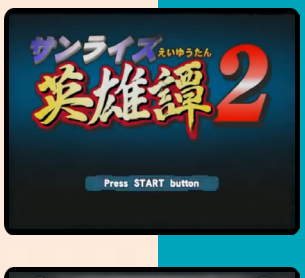
Developer	Atelier-Sai
Publisher	Sunrise Interactive
Release date	(jp) December 20, 2001
Genre	Turn-based strategy
Mode	1-2 Players

Sunrise Eiyuutan 2 is a role-playing game sequel from Sunrise, featuring the company's large line-up of robot superheroes.

Players slip into suit of Kanji Akatsuki and set out to face evil doers and restore peace in the universe.

The game was only released in Japan.

"ign.com"



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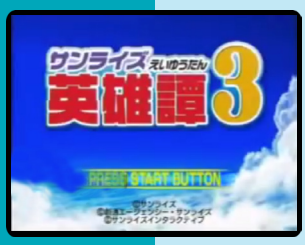
Sunrise Eiyuutan 3

5.0



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Developer	ITL
Publisher	Sunrise Interactive
Release date	(jp) June 1, 2006
Genre	Turn-based strategy
Mode	1 Player

Sunrise Eiyuutan 3 is another game in the Sunrise crossover series. The game is a strategy game, developed by ITL and published by Sunrise Interactive, which was released in Japan in 2006.

The plot revolve around the planet Sunrise and the Sea of clouds who have built a trade route. The Thief of the Sea of clouds is the antagonist in the game and the protagonist Sean will have to step in and save the peace.

Sunrise World War

6.1

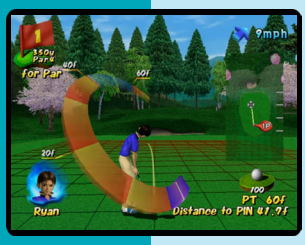
Developer	Atelier-Sai
Publisher	Bandai
Release date	(jp) September 25, 2003
Genre	Role-playing, Turn-based strategy
Mode	1-2 Players

Sunrise World War is a simulation role-playing game and features characters from 39 different the anime series released by the Japanese animation studio Sunrise. The game feature characters from Armored Trooper Votoms and The Big O, among many others. The battles are in full 3D, while the adventure and preparation sequences are in 2D.

J

Swing Away Golf

7.8

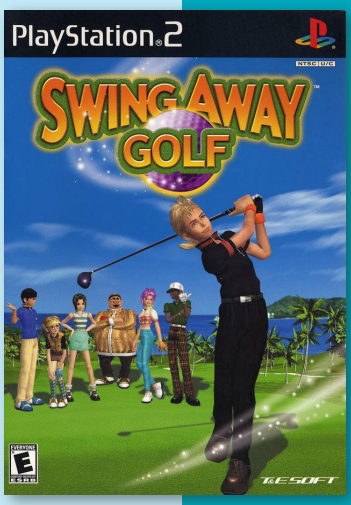


J N P

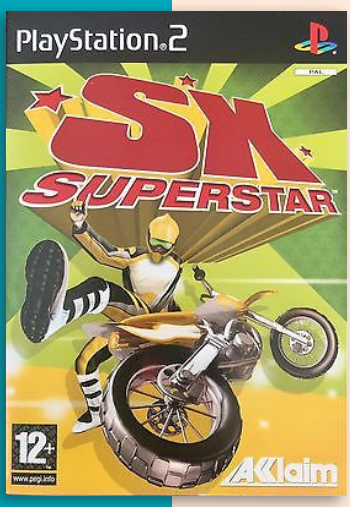
Developer	T&E Soft
Publisher	Electronic Arts, (jp) T&E Soft
Release date	(jp) March 23, 2000
Genre	Sports
Mode	1-2 (4) Players

Much like Hot Shots Golf and Mario Golf, this golf game involves cartoon characters.

Players can play a 4 player match (basically take turns and finish with the best score), or go for story mode, where they choose their character, distribute skill points (in areas of power, accuracy, control, etc.) and make a career, as in, work their way from amateur to pro, winning as many tournaments as possible, etc.



SX Superstar



Developer	Climax Studios
Publisher	Acclaim
Release date	(eu) July 1, 2003
Genre	Racing
Mode	1-2 Players

SX superstar is a motocross racing game. In arcade mode, players can pick a rider, bike, and track, and have a quick race against the AI riders. In championship mode they start as a amateur rider, and try to work their way up to higher leagues. Players have to manage their finances, get sponsorships, and buy better bikes in order to beat the opponents. The game features a variety of races including arenas, bajas, and A2Bs.

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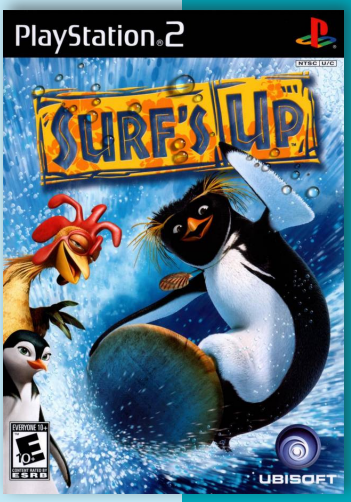
6.0

Surf's Up

Developer	Ubisoft Montreal
Publisher	Ubisoft
Release date	(us) May 30, 2007
Genre	Sports
Mode	1-2 Players



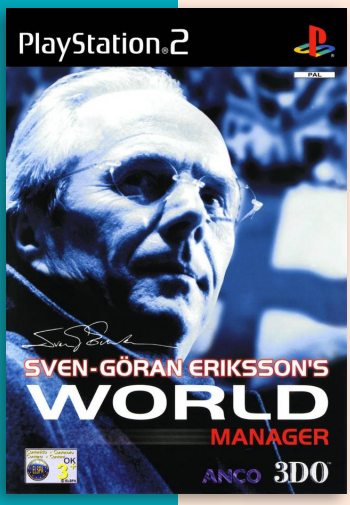
Surf's Up is the video game based on the Sony Pictures Animation film of the same name. It follows the basic story of Cody Maverick in the movie.

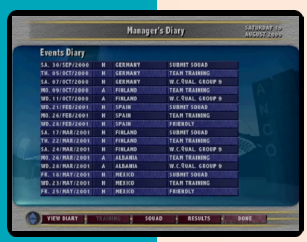
As the name indicates, Surf's Up is a surfing style game (using mechanics often seen in most skateboarding games). Players choose from one of 10 characters from the film "Surf's Up" to play as.

The players are given a set of objectives to meet in each match, including finding and collecting a set number of trophies scattered throughout the level, gaining enough points from performing tricks while surfing, and maneuvering through large gates. Each course has a large wave on either the left or right side of the screen that follows the player throughout, allowing the surfer to ride up and perform a trick as well as to garner speed for certain obstacles and ramps.

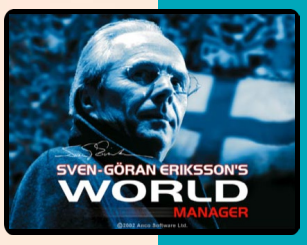
N P

Sven-Goran Eriksson's World Cup Manager





Developer	3DO
Publisher	3DO
Release date	(eu) June 28, 2002
Genre	Simulation
Mode	1 Player



In 2002 Anco developed two soccer games that were licensed by the Swedish England coach Sven-Göran Eriksson. One was a action football game and this is the manager game.

The players job is to take control of the England team and lead it through the qualifying stage before reaching the World Cup (and then later Euro 2004). For each match the players play they are to take out a 23 player squad. The player database is reasonably large with most english players from the premiership to the conference league.

The matches are presented with a 3D engine, where players watch the game from an isometric perspective.

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"mobygames.com"

Sven-Goran Eriksson's World Cup Challenge

1.6

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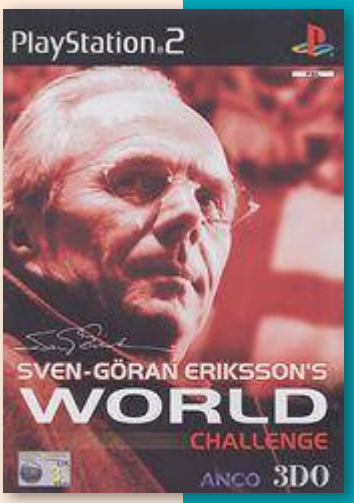

Developer	Anco
Publisher	3DO Ubisoft
Release date	(eu) May 24, 2002
Genre	Sports
Mode	1-2 Players

Sven-Goran Eriksson's World Cup Challenge, released as WM Nationalspieler and Marcel Desailly Pro Football in other regions of Europe, is a soccer game. It features 204 national teams from all over the world. There are six playing modes: Exhibition match, training, league, play-offs, World Cup qualification or World Cup championship. It uses the same handling as the Kick Off series, which means the ball doesn't stick to the players' feet. There are just three buttons to use: shooting, passing and tackling. The whole technical side of the game is the same as in Kick Off 2002.

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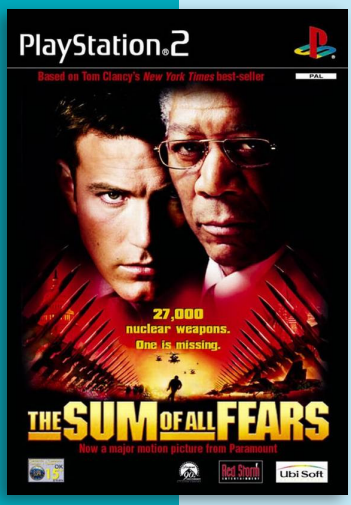
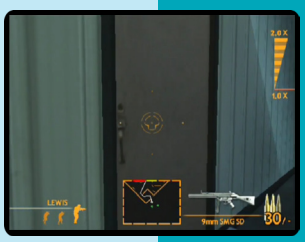
The Sum of All Fears

6.2





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Developer	Red Storm Entertainment
Publisher	Ubisoft
Release date	(eu) November 8, 2002
Genre	Tactical shooter
Mode	1 Player

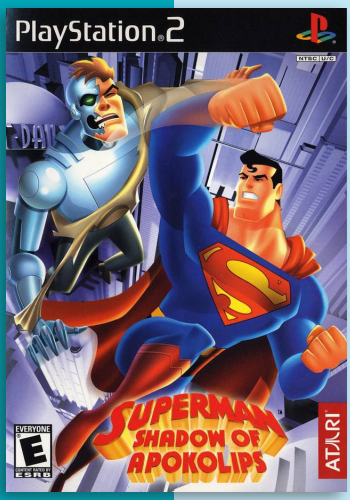
The Sum of All Fears is a tactical shooter based on the 2002 film of the same name. The game is very similar in style to that of the Rainbow Six series of games.

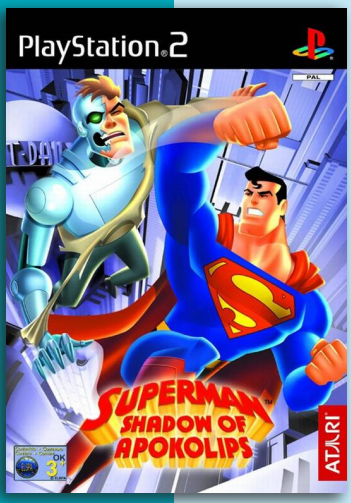
Players take control of a team of elite fighters trained for hostage rescue and anti-terror operations.

The Sum of All Fears uses a significantly simplified version of the gameplay seen in the Rainbow Six series. There is no planning phase to each mission; instead the player's 3-man team executes a pre-planned insertion with other anti-terrorist teams controlled solely by the computer. However, the player is free to deviate from the planned route and select their own path. The player also cannot individually select the equipment each team member carries. Instead, the player chooses from a small selection of pre-defined equipment packages for the entire team. On each mission, the player has control of his two teammates, and can take direct control of any of them at any time.

Superman: Shadow of Apokolips

6.4





Developer	Atari
Publisher	Atari
Release date	(us) September 25, 2002
Genre	Action-platformer
Mode	1 Player

Superman: Shadow of Apokolips is based on DC Comics' flagship character Superman and the television series Superman: The Animated Series.

In the game, Darkseid has joined forces with Lex Luthor, unleashing an army of robotic warriors on the city of Metropolis, and the world.

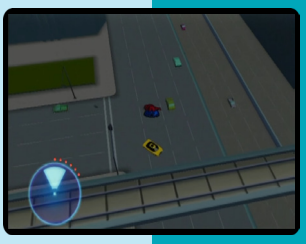
Superman will travel around with all powers intact through 14 levels in order to defeat the robots and the many other enemies that are out to take over the world.

Superman's powers include freeze breath, x-ray vision, heat vision and super strength. The first-person mode also allows stronger attacks.

The game featured designs reflecting the look and feel of Superman: The Animated Series. The story was advanced by a series of cut scenes that were created using cel-shaded animation in order to further emulate the look of traditional animation. The original Animated Series voice cast all returned to their roles for the game, featuring Tim Daly as Superman, Dana Delany as Lois Lane, Lori Petty as Livewire, Malcolm McDowell as Metallo, Peri Gilpin as Volcana, Michael York as Kanto, and Clancy Brown as Lex Luthor.

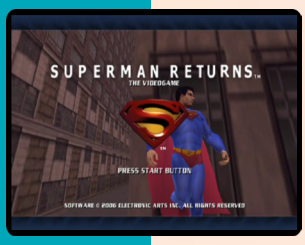
The game received average to positive reviews, with an air of uncertainty going into its release because of the failure of the 1999 Superman video game. GameSpot praised the game's presentation, saying *"...the Man of Steel has never looked or moved better"*, while panning the mechanics behind the game, saying: *"He's faster than a speeding bullet, able to leap tall buildings in a single bound, and can be trapped in walls because of poor collision detection: He's Superman!"* Entertainment Weekly, however, gave the game a C– and stated, *"What keeps the game from taking off is the overly simplistic episodic nature of the missions set before you...The wacky control configuration also makes your heat vision, ice breath, X-ray vision, and superspeed incredibly difficult to use on the fly."*

GameRankings gave the game a score of 65.46% , while Metacritic gave it a score of 64 out of 100.

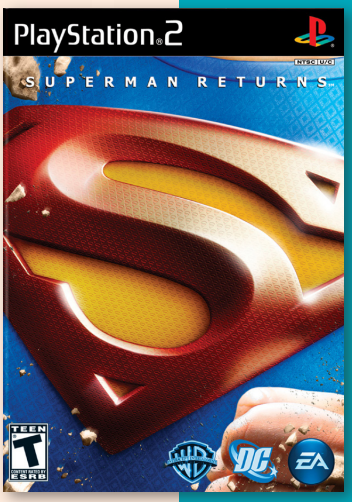


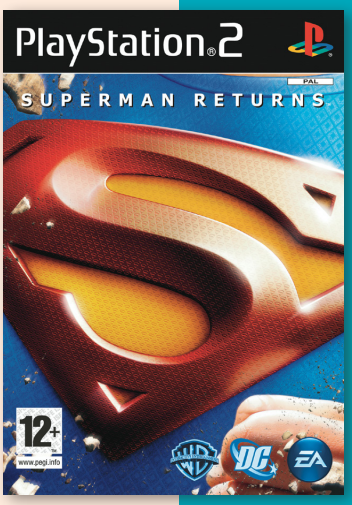
Superman Returns

6.0



Developer	EA Tiburon
Publisher	EA Games
Release date	(us) November 20, 2006
Genre	Action-adventure
Mode	1 Player





N P

Superman Returns is based on the 2006 film of the same name. In the game, Superman combats Bizarro, as well as other classic villains (including Metallo, Mongul, and Riot) as well as being able to play as Bizarro in one of the minigames.

The game has an 80 sq. mile free-roaming map, and the character is able to fly into the stratosphere generated in the game though not into the depths of the ocean surrounding the fictional city. Superman's complete array of superpowers are at the player's disposal, and the player is required to 'master' Superman's powers, because Superman might cause harm to the city if his powers are used incorrectly. If the player wishes to use heat vision, they must use the right power level, for too much power can lead to civilian casualties and destruction. Although, at the beginning of the game players will start off using the most basic forms of Superman's powers and they will be required to upgrade them in order to achieve greater strength, speed, distance and damage.

In the main game, Superman is indestructible: no matter what happens to Superman in the game, he cannot be killed. The one exception is during the second part of the tutorial mission which is three boss fights in a row without a checkpoint on War World, here Superman does take damage to the point of mission failure. But Metropolis isn't as fortunate, there is a damage meter - if too much damage is done to the city during a mission then the game ends. Superman has a stamina meter that depletes as more power is used. Player can fly Superman into the atmosphere and absorb sunlight to replenish the stamina meter faster, as performed by Superman many times in comic books.

Amongst the various unlockables, there are alternate costumes (a 'Pod Suit' and 'Golden Age Suit' are featured in addition to the suit from the film). There is also an unlockable 'Bizzaro rampage' mode that will allow the player to cause havoc as Bizzaro for an unlimited amount of time. This mode is accessible by using a cheat code found on the Superman Returns DVD.

Surveillance: Kanshisha

7.5

Developer	SCEI
Publisher	SCEI
Release date	(jp) April 25, 2002
Genre	Action
Mode	1 Player

Surveillance Kanshisha ("Surveillance Guardian") or simply known as Surveillance, is a first-party PlayStation 2 interactive sci-fi game published by SCEJ with animation created by Production I.G. The game has not been released in any other territory aside from Japan/Asia.

Surveillance Kanshisha takes place in the 2050's where United Nations creates a special forces unit called Shadow Sword to protect the Earth-Mars travel route from anti-UN terrorists called Neo Kleit. A security surveillance called Project Surveillance is created to assist Shadow Sword operatives in their work in apprehending and hunting down the terrorists.

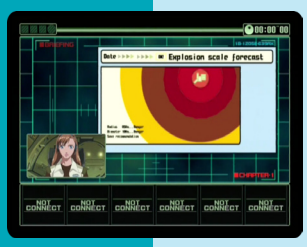
Players assume the role of Shadow Sword team leader Yusuke Sasaki, who has the job of monitoring cameras for Project Surveillance in the game's six chapters.

There are six sub monitor screens with the main screen above them that players use to observe and analyze to obtain information for for Shadow Sword operators who will move around and complete objectives. Players use a target cursors to mark the main screen for The Surveillance, and can examine the map on the right side of the screen for locating subjects of interest and where cameras connected to Project Surveillance are located. Proper use of the cameras and using correct judgement in locating clues and items will determine the fate of the Shadow Sword tactical teams in terms of progressing in Surveillance.

At the start of a chapter, there will be one or two sub monitors that will function, allowing players to use them. But as the chapters progress, some of the sub monitors will be disabled (e.g. due to terrorists discovering and destroying the cameras) while others will be online after the player is informed that a sub monitor is functioning.

Japanese critics praised the game's animation and use of the gameplay mechanics in telling the story, although it was criticized for little to no involvement for the players themselves.

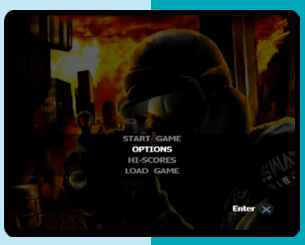
On release, Famitsu magazine scored the game a 32 out of 40.



SWAT Siege

2.0

Developer	Naps Team
Publisher	Phoenix Games
Release date	(eu) November 24, 2006
Genre	Shooter
Mode	1 Player



P

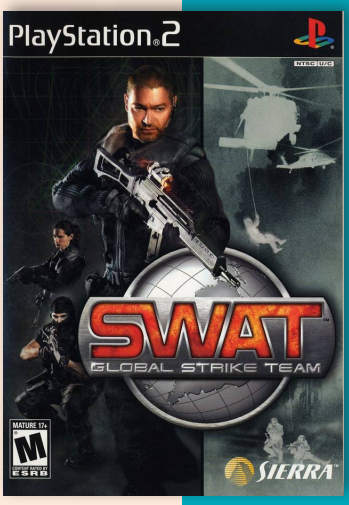
SWAT Siege is a shooting gallery title, reminiscent of games such as Cabal and Blood Bros. The player controls a SWAT agent tasked with clearing each level of all enemies. Like in Cabal, the player can only move left and right while also moving an aiming reticule across the screen to shoot enemies which appear from behind cover and at windows. The screen also scrolls slightly to the left and the right, and being hit once results in death. Score and weapon bonuses are awarded for shooting the enemies and they fly towards the player to be collected.

SWAT: Global Strike Team

6.9

N P

Developer	Argonaut Games
Publisher	Sierra Entertainment
Release date	(us) October 29, 2003
Genre	Tactical shooter
Mode	1-2 (4) Players



SWAT: Global Strike Team is both a first person shooter and a strategy game that combine the tactical strategic elements of SWAT 3 and the arcade action of Virtua Cop.

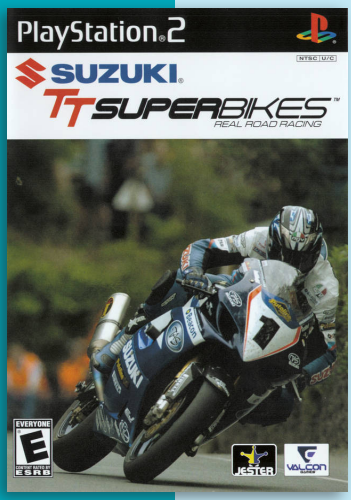
The storyline takes place in 2008, five years into the future. The SWAT: GST is an international, specialized squad whose main objective is to protect, defend and save the lives of the innocent. As team leader Mathias Kincaid, formerly with US Army Delta Force, players will lead his squad all the way from basic training to secret ops.

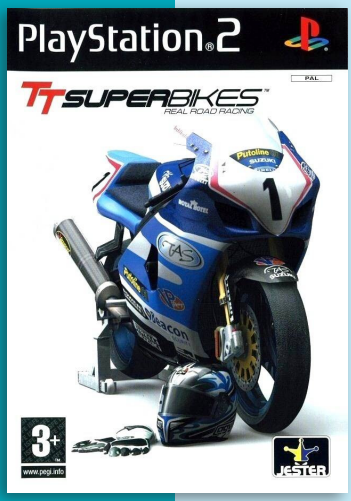
There are 21 single-player and 10 multiplayer-only co-op missions involving search and rescue operations against terrorist factions. Modes of play include: Campaign, Co-op, Free-for-all, Team Deathmatch, and Time Attack. Orders are issued to the team members by way of the controller interface or an optional voice recognition system with a communication headset. The game offers a variety of assault weapons plus tools, like night vision goggles.

A new engine was designed specifically for this game to provide realistic shadows and a film-like appearance through the use of special filters.

Suzuki TT Superbikes

7.1





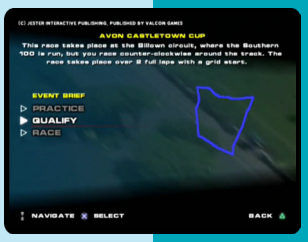
J N P

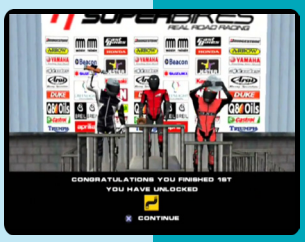
Developer	Jester Interactive
Publisher	Jester Int., (us) Valcon Games, (jp) Taito
Release date	(eu) April 29, 2005
Genre	Racing
Mode	1-2 Players

Suzuki TT Superbikes, also known as TT Superbikes Real Road Racing, TT SuperBikes and Suzuki TT Superbikes: Real Road Racing, features over 50 licensed vehicles and is entirely based around the famed Isle of Man TT race, a 60.72 km annual competition held within the Isle of Man. It is the second game based on the race, following the 1995 release of Manx TT Super Bike, though this game was only based on the Manx TT event, which is a small section of the course.

There are two game modes within Suzuki TT Superbikes: Arcade and Challenge. Arcade is the primary game mode, housing standard races, times trials and "Mad Sunday", an event in which the track is also occupied by civilian drivers, who the player can use to their advantage; successfully maneuvering around this traffic awards a speed boost. Boosts across all Arcade races can be earned by performing wheelies, passing another racer and crossing a checkpoint, among other methods. Most tracks do not feature the entire race, instead breaking up the course into separate events. In Challenge mode, the player is tasked with completing various trials, with successful attempts unlocking races, bikes and further challenges. These can be accomplished at a variety of speed difficulties, ranging from 125cc to 1000cc. There is a two-player option available, allowing for split-screen local multiplayer.

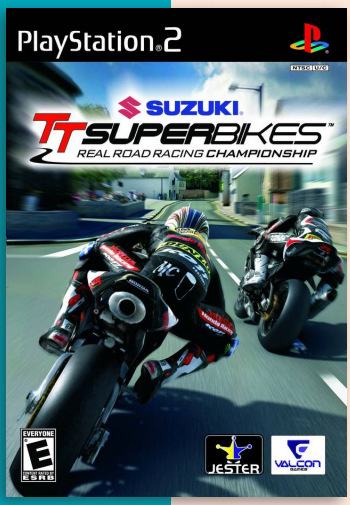
Customization options are available for both the driver and the bike. The player may select the helmet and type of leather the driver wears, while also changing the colour. More options are unlocked upon finishing races in a podium position. Conversely, many options are available for personalizing the motorcycles. The colour, wheel type, wheel colour, exhaust and bike itself may all be changed, with additional options being unlocked via completion of Challenge mode trials. Further bike setup options may be adjusted too, such as the pressure of the tires and fuel load. Changing these alters the performance of the bike, which allows the players to customize their vehicle to fit their play style.





Suzuki TT Superbikes: Real Road Racing Championship

6.0



Developer	Jester Interactive
Publisher	Valcon Games, SCEA, (eu) Jester Interactive
Release date	(eu) April 7, 2008
Genre	Racing
Mode	1-2 Players

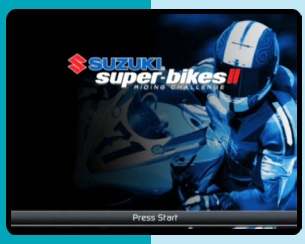
This is the sequel to Suzuki TT Superbikes Real Road Racing. The game was also released on the PlayStation Store. This was exclusive to the North American Store, and is only playable on the PS3.

Players can choose from 125 GP up to the Superbike class and race at road racing circuits from around the world.

N P

Suzuki Super-bikes II: Riding Challenge

7.1



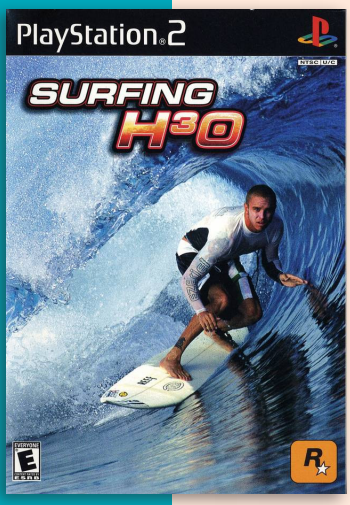
N P

Developer	Milestone S.r.l
Publisher	Valcon Games, (eu) Black Bean Games
Release date	(eu) September 15, 2006
Genre	Racing
Mode	1-2 Players

This game puts players in control of superbikes and sidecars on international circuits. Chicanes, gravel traps, and other hazards will challenge drivers across 16 different racing circuits. Additional features include six varying championships, almost 20 different time trials, 25 kinds of superbikes, and the ability to customize and tune the bike.

Surfing H3O

4.6

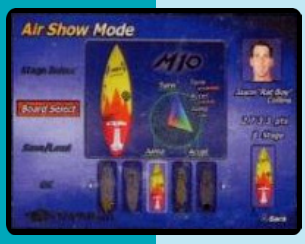


Developer	Opus
Publisher	Rockstar Games, (jp)ASCII Entertainment
Release date	(jp) August 10, 2000
Genre	Sports
Mode	1-2 Players

H3O, released as Surfroid: Densetsu no Surfer in Japan, is a surfing game. Players can choose from 11 different characters, where the goal is to surf up and down the crests of the ocean in 6 different areas. Players can perform 11 separate tricks which can be linked together without limits. The game feature a punk rock soundtrack.

J N P

Surfing Air Show with RatBoy

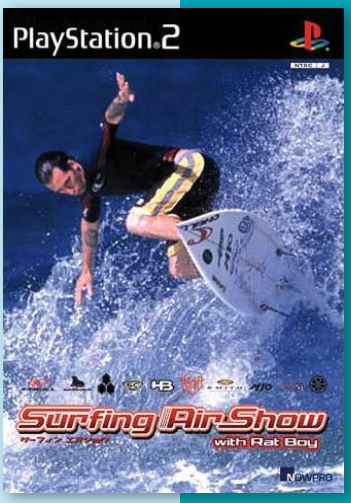


J

Developer	Now Production
Publisher	Now Production
Release date	(jp) July 18, 2002
Genre	Sports
Mode	1 Player

Surfing Air Show with RatBoy is a one-player surfing game endorsed by Jason "Ratboy" Collins, an aerial surfer best known for his extensive repertoire of aerial maneuvers Double grabs.

In the game, players take part in tournaments around the world where the goal is to do the most spectacular tricks in the air.



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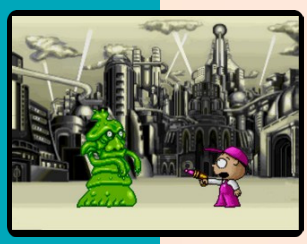
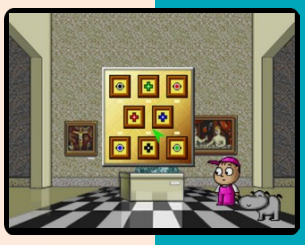
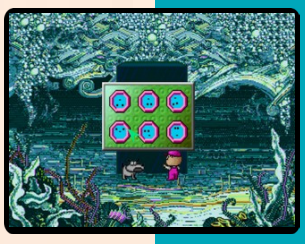
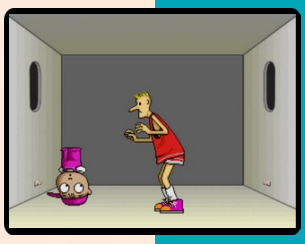


Developer	Office I, Sega AM7 R&D Division
Publisher	Sega
Release date	(jp) August 29, 2002
Genre	Interactive movie, Puzzle
Mode	1 Player

8.6







J

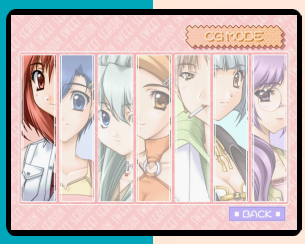
Panic!, known as SWITCH in Japan, is a puzzle point and click game originally developed by Sega and Office I and released for the Sega CD.

The game involves pressing numerous buttons in order to transverse a young boy, called Slap, or his dog, called Stick, through a complex labyrinth. Each level is presented as a new area with a mechanical device, and a set of buttons to press. Each button causes an animation and/or teleports Slap to another room. Sometimes the buttons are booby-trapped and cause the destruction of a variety of monuments. The grid also features a few game overs on the grid, marked by flashing skulls on the map. The buttons themselves have no indication on what they do when pressed. It is possible to backtrack into previous levels, and buttons once pressed are not marked, unless they were booby-trapped.

The four reviewers of Electronic Gaming Monthly noted that Panic! is not actually a game, but opined that it is nonetheless very original and enjoyable for a while, though all but one of them also felt it gets boring fairly quickly. They particularly enjoyed the high quality animations and often *"sick"* sense of humor, and gave it a score of 5.75 out of 10.

Sweet Season

6.2



J

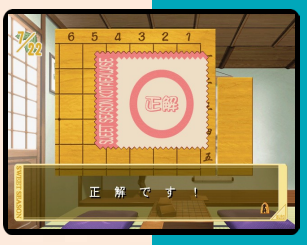
Developer	Takuyo
Publisher	Takuyo
Release date	(jp) March 31, 2005
Genre	Visual novel
Mode	1 Player

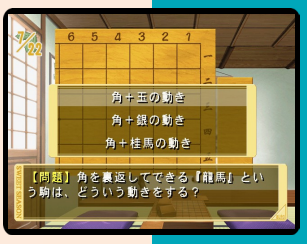
Originally released for Windows in 2002 as an adult visual novel, which in the next year got a port to DVD Player and Dreamcast platforms as well, it didn't get a port to PS2 until 2005. The PS2 release is based on the Dreamcast version which includes bonus elements. Unlike the Dreamcast version, there is an additional "Event Mode" which lets players replay specific events in the game which focus on a specific heroine. Also, the "Shogi Mode" is unique to PS2 version which was not in the extras of Dreamcast release.

The story starts one summer and follows Yoshiki Asamiya, a high-school freshman who is part of the Shogi club. As such, the game will present players with a lot of Shogi-related questions during the classes and studies. One day, while passing through the park, he run into a girl called Ayumi and her dog who was less than pleased to meet him. While she does not go to the same school as him do, she appears to be a part of the very same Shogi club that he are a member of. While she is the main heroine of the game, there are other girls in the club that may get his attention, namely Tasuku, Kozue, Yuuna, and Sonya.

All the characters except the protagonist have voice-acting support.

"mobygames.com"





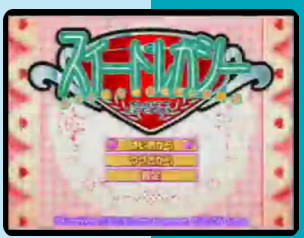
Sweet Legacy

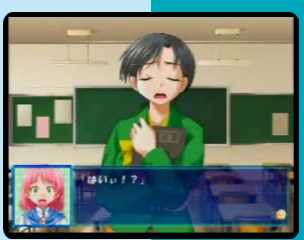
5.8

Developer	Pacific Century Cyber Works
Publisher	Pacific Century Cyber Works
Release date	(jp) December 26, 2002
Genre	Visual novel
Mode	1 Player

In Sweet Legacy: Boku to kanojo no na mo nai okashi, the games main character, Mamoru, wants to enter a pastry school in order to become a pastry cook. Trouble is that the school is girls-only and hence he has no other choice but to disguise himself as a girl. Obviously this will lead to a lot of confusing events.

Depending on the players actions, the game's scenarios and events will change.





J

Suki Namono wa Suki Dakarashou Ganai!!
First Limit & Target Nights: Sukisyo Episode #1 & #2

Developer	NEC Interchannel
Publisher	NEC Interchannel
Release date	(jp) March 25, 2004
Genre	Visual novel
Mode	1 Player

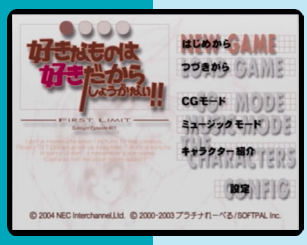
Suki na Mono wa Suki Dakara Shōganai!! ("I Like What I Like, So It Can't Be Helped!") is a Boys' Love visual novel that has since expanded into a light novel, an anime series and an OVA. The best known of the versions is the visual novel, which features mild BoyLove, and, in the original Windows release, hardcore BoyLove.

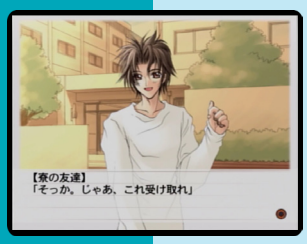
First Limit is the first game in the series. High-school student Sora Hashiba was hospitalized after falling from the fourth floor of his school building. On his first night back in the dormitory, he wakes to find a strange boy addressing him by the name of "Yoru". The stranger identifies himself as "Ran" and says he's Sora's new roommate. The next day, Sora's childhood friend and dorm manager, Matsuri Honjou, informs Sora that the other boy, whom Matsuri identifies as Sunao Fujimori or "Nao-kun", is actually another childhood friend of Sora. Sora doesn't remember meeting Sunao before. In fact, Sora can't remember much of anything regarding his past, and the series follows his quest to regain his memory. Sora soon learns why Sunao identified himself as "Ran" that first night: he and Sora have alternate personalities.

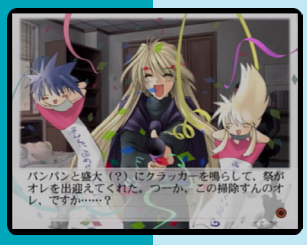
Target Nights continue where First Limit left off. After spending some time in Shin-ichirou and Nanami's place, Sora and Sunao come across a mysterious cosplaying bandit known only by the number 416. He claims that he has come to take away something precious from Sora. Meanwhile, Sora and Sunao meet Chris, who works at the nearby church. While he seems harmless, he begins to spend more time with Sora. To top it all off, Sora begins to realize that there are times when he and Sunao are mysteriously in bed together.

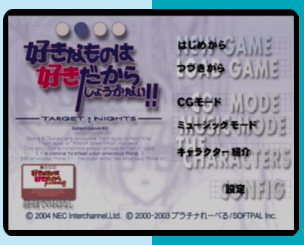
Obtaining all the CGs rewards the player with a special ending involving bandits 416, 773, and most recently 848.

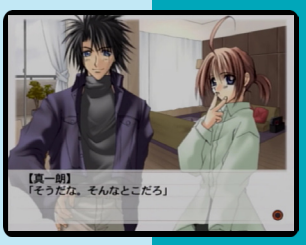
The final game in the series, White Flower, was only released on Windows in 2003.

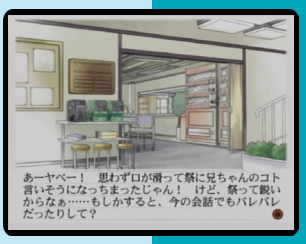


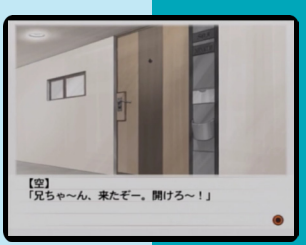












Suki Namono wa Suki Dakarashou Ganai!!
Rain: Sukisyo Episode #3

8.8

Developer	NEC Interchannel
Publisher	NEC Interchannel
Release date	(jp) October 21, 2004
Genre	Visual novel
Mode	1 Player

Possibly the turning point in the series. Sora and Sunao continue their life in school. All seems normal until Sora notices a child that looks very similar to himself. Also, some of his schoolmates are beginning to act a little strange. Even Sora begins to notice that something odd about his connection to Sunao and the relationship between their alternate personalities Yoru and Ran.

Collecting all the CGs allows the player to access secret endings that involve Sora, Sunao, Matsuri, Shin-ichirou, and Nanami banding together as cosplaying bandits 848, 370, 332, 416, and 773.

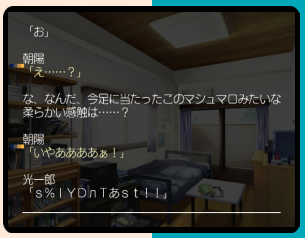
SweetHoneyComing

6.5

Developer	Kadokawa
Publisher	Kadokawa
Release date	(jp) September 3, 2009
Genre	Visual Novel
Mode	1 Player

The story follows a high-school student Koichiro who has little to no interest in love and romance. However, the high-school he is attending happened to be an all-girl high-school at one point, and there are still some obligatory classes which are oriented towards girls. Such classes are focused on love and romance, where a boy and a girl pair up in order to make something together as a class project. They also need to create a good communication in order to pass such classes.

The game features three gameplay modes: Amusement mode (players can follow girls' affections and dispositions), Feeling mode (where feelings are hidden and the players guess is just as in real life), and the Only One mode.



Unlike the PC version known only as Honey Coming, the PlayStation 2 release which came a couple of years after, features additional content including two new love routes, new scenarios and additional computer graphics.

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Syphon Filter: The Omega Strain

6.5

Developer	Sony Bend
Publisher	SCEA, (eu) SCEE, (ko) SCEI
Release date	(us) May 4, 2004
Genre	Third-person shooter
Mode	1 (-4) Player(s)

Syphon Filter: The Omega Strain is a third-person shooter stealth game developed by SCE Bend Studio and published by Sony Computer Entertainment for PlayStation 2. It is the fourth game in the Syphon Filter series.

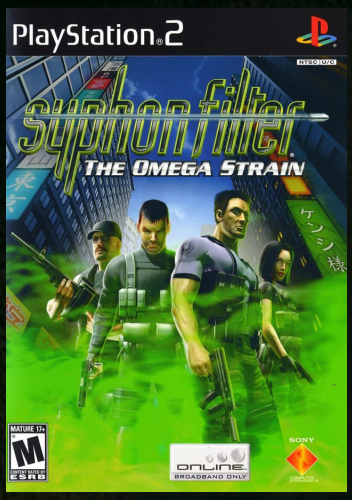
The portagonist of the first three Syphon Filter games, Gabe Logan has recruited a new counter-terrorist organization called IPCA.

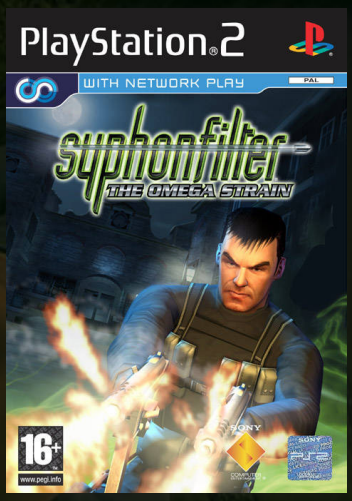
The gameplay is a huge departure from the previous games. Rather than playing as Gabe Logan, the player is given the role of a new recruit working for Gabe's secret anti-terrorist organization, the IPCA. Players are able to create an original agent using a character customization system.

The game also gives a non-linear, open-ended experience where players are given choices to take on certain tasks, or avoid them altogether. RPG elements were added so that players could create characters, level up their ranks, and unlock new weapons. Enemies constantly spawn so that players can never completely clear an area.

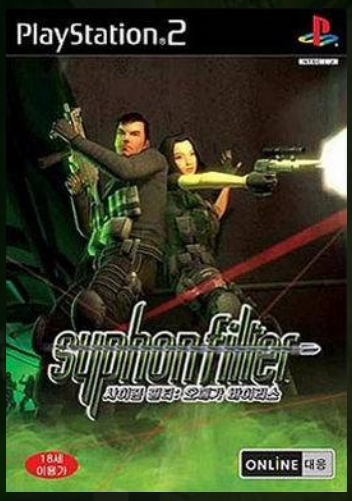
In a June 2007 interview with GameSpy, franchise veteran John Garvin maintained his attachment to the game, and explained that it was originally not intended to feature a single player mode. Garvin implied that the ability to play through the campaign alone had been tacked on at the demand of parent company Sony Computer Entertainment, late into the development process, in order to broaden the game's appeal.

Syphon Filter: The Omega Strain received mixed reviews. It received a score of 65.36% on GameRankings based on 48 reviews and 65/100 on Metacritic based on 47 reviews.





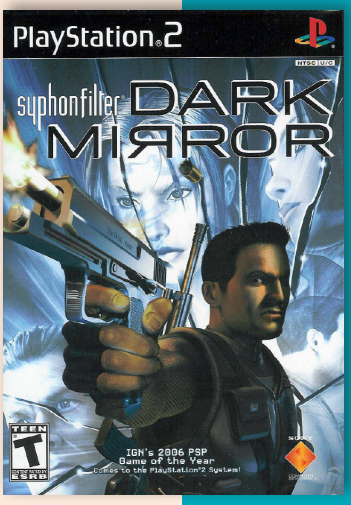
Korean Release



Syphon Filter: Dark Mirror

7.0

Developer	Sony Bend
Publisher	SCEA, (eu) SCEE, (au) SCE Australia
Release date	(us) September 18, 2007
Genre	Third-person shooter
Mode	1 Player



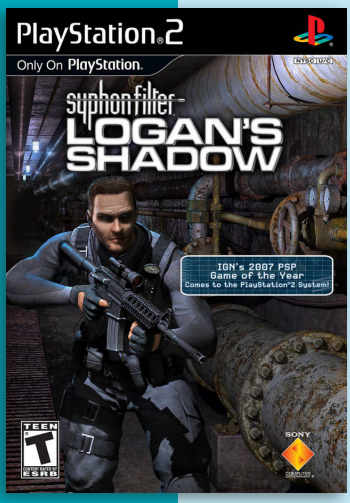
In this fifth installment to the Syphon Filter series, players take control of multiple characters, including Gabe Logan, all who are agents of Precision Strike, a government agency.

As with the trilogy and unlike the previous game, the gameplay is a return to the series roots. Players resume the role of Gabe Logan and occasionally Lian Xing, special operatives for a secret government agency. The non-linear, open-ended feel of the previous game has been reverted to the linear gameplay. Several types of rifles and visors are introduced. Players can now hide against walls and shoot around corners. However, the roll ability is noticeably absent.

The game's online multiplayer mode allowed for different games modes including team and free-for-all deathmatches and two co-op games.

N P

Syphon Filter: Logan's Shadow



Developer	Sony Bend
Publisher	SCEA
Release date	(us) June 2, 2010
Genre	Third-person shooter
Mode	1 Player

7.5

Syphon Filter: Logan's Shadow is the sixth and final game in the Syphon Filter series. It was released for both PS2 and PSP.

The game sees Gabe Logan in the battle of his life as he faces the possibility of his long time friend and ally, Lian Xing, could be a double agent.

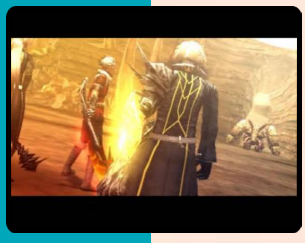
Logan's Shadow is played from a third-person perspective. With the Havok physics, enemies and objects will react realistically to gunfire and other means of interaction.

The game features weapons and gameplay mechanics. These include additions to the cover system such as side-to-side movement, leaning, and blind fire around obstacles and corners, an advanced melee system that allows Gabe to use enemies as human shields, underwater combat, and the ability to command other characters.

N

The Sword of Etheria

7.2



Developer	KCET
Publisher	Konami
Release date	(jp) June 30, 2005
Genre	Beat-'em-up
Mode	1 Player

The Sword of Etheria is an action and role-playing game originally released as OZ (Over Zenith) オズ (Ozu) in Japan, and as Chains of Power in Korea.

The hero and main character is Fiel, a boy who lost his parents at a young age and was raised by his sister Dorothy. Although they are human, Fiel and Dorothy can tap into their world's magical power, Etheria. Toto, their special cat, is able to transform itself into a sword. The brother and sister share their ability with the Katina, spiritual creatures captured and employed by evil gods to tyrannize mankind. Feel frees two Katina (Almira and Leon) and they join with him on his quest to vanquish the evil gods, rescue their world and reclaim the life-giving power of Etheria.

The story unfolds during 20 chapters. Gameplay includes exploration of the world in a free-roaming style, conversations with NPCs and party members. Objects and animals in the environment can be destroyed to find valuable items. Combat relies heavily on teamwork and how well the player works with the AI-controlled companions. Attack combinations during battle involve passing an enemy back and forth between party members. The more adept the player becomes in handling the chained combat moves, the more bonuses and rankings can be gained.

Each character can be equipped with various armor, weaponry, and enchanted items like rings and necklaces. Items are found or can be purchased within the game.

Dialog choices during gameplay effect the "affection" value of Almira and Leon. A partner with a higher ranking in this area will chain up your combo/pass more frequently. There are at least three different endings which are determined by which mode you are playing as well as your dialog choices.

In Story Mode, only Feel can be controlled until later stages when another one of the trio can be selected. Unlockables are only available after completing the game in this mode and include bonus stages, special items, costumes, characters and a gallery with music, sounds and images.

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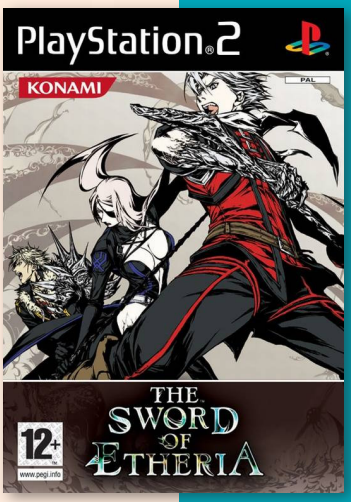
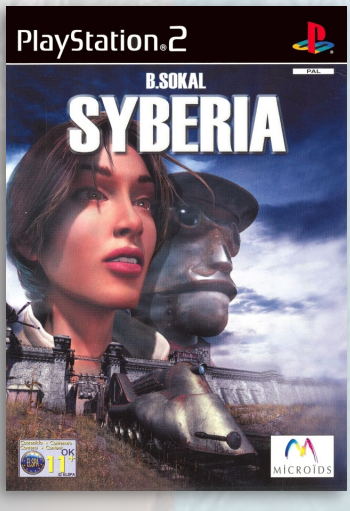


Korean Release

J P

Syberia

6.6



Developer	Microïds
Publisher	Microids
Release date	(eu) March 28, 2003
Genre	Graphic adventure
Mode	1 Player

Syberia is a graphic adventure game, developed and published by Microïds, and first released for Microsoft Windows, PlayStation 2, and Xbox.

The game follows Kate Walker, an American lawyer tasked with overseeing the major sale of a company and her subsequent journey across Europe and Russia to find the brother of the recently deceased owner. Alongside the main plot, the story also consists of a subplot involving Kate's personal life.

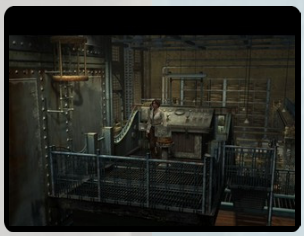
Syberia is a traditional puzzle-solving adventure. The player navigates a 3D model of the protagonist over pre-rendered backgrounds with fixed camera angles. Puzzles are mostly inventory-based, though some involve manipulating the environment (such as mechanical devices). The interface features a single cursor; only highlighted objects can be interacted with, and there are no verb choice commands.

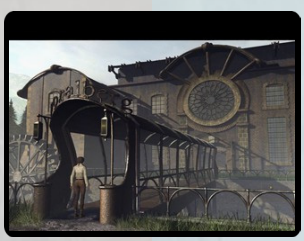
The game was produced entirely in Montreal by 35 people under the direction of Benoît Sokal on a budget of €2 million using Virtools Development Environment 2.1. Its budget was the highest of any Microïds game by that time. Benoît Sokal indicated in an interview that at one time the development team were considering to create one single game for the Syberia story, but decided not to, as it was so large.

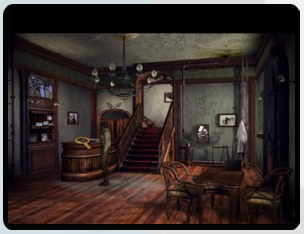
Sokal's earlier game, Amerzone, is located in the same fictional universe and Syberia contains some references to it. Paradise, another one of Sokal's adventure games, has no connections to Syberia. It does, however, use a similar interface and art direction.

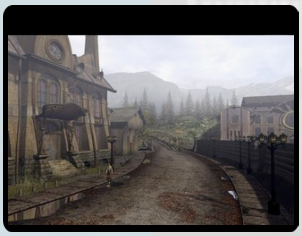
Syberia was a commercial success, with sales above 500,000 units worldwide by 2005. It was acclaimed by critics for its intelligent script and use of graphic design that encompassed elements of art nouveau and clockpunk fiction.

USA Today called the game *"a solid pick"*, and CNN noted that *"Syberia brings back adventure genre impressive graphics."* Just Adventure called it the *"Best Adventure Game at E3"*.



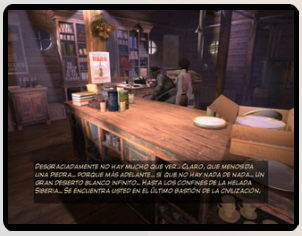


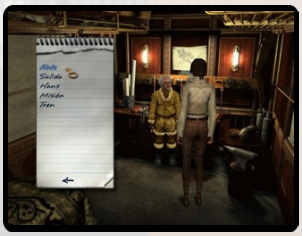




Syberia II

7.5





Developer Microïds
Publisher Ubisoft
Release date (eu) November 26, 2004
Genre Graphic adventure
Mode 1 Player

As a continuation to Syberia, it is a third-person puzzle-solving game. Stylistically identical to the first Syberia, Syberia II improves upon the first game by introducing more realistic character animation. The game includes a recap of the first chapter, so it does not require the player to have experienced the first game.

Kate Walker continue her journey exactly where the first game ended. Rather than return to her life as a New York attorney, Kate chooses to journey with Hans Voralberg to the frozen northlands of Syberia aboard his futuristic train.

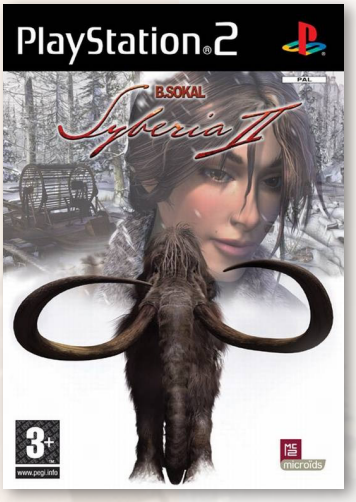
Kate, Hans and Oscar, the humorous automaton, will travel through four locations on their way to the mythical Syberia, where Hans believes the ancient mammoth race still exists. As the three make their way through the harsh, but beautiful, wintery landscapes, many obstacles will get in their way.

Like its predecessor, Syberia II is a third-person adventure game in which the player must solve various puzzles and follow certain procedures in order for the linear storyline to proceed. As a pure graphical adventure game, Syberia follows the guidelines first introduced by LucasArts: it is impossible to die or to get stuck at any moment in the game, which allows the user to become fully immersed in Syberia's universe without the fear of making a mistake or the constant need to save the game.

Syberia II was produced in 13 months using Virtools Dev 3.0 development tools. Benoît Sokal indicated in an interview that at one time the development team was considering to create one single game for the entire Syberia story, but decided not to as it was so large.

Syberia II achieved global sales of 600,000 units by early 2006. The game was received favorably by critics.

Syberia II was a nominee for GameSpot's 2004 "Best Adventure Game" award, which ultimately went to Myst IV: Revelation. In 2011, Adventure Gamers named Syberia II the 55th-best adventure game ever released.



THE FEAR,
THE VIOLENCE,
THE HORROR...

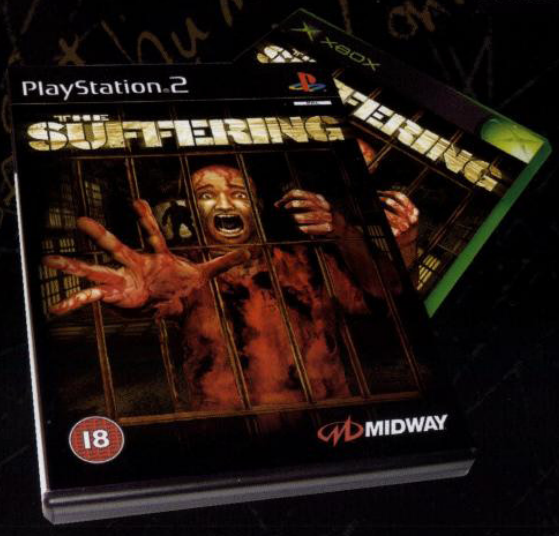
The Suffering captures the disturbing and terrifying nature of the horror genre in a compelling third person action horror game set in the mature and gritty world of a maximum-security prison.

"The best horror game ever made?"
86% - PSM2

8/10 - Official PlayStation2 Magazine (UK)

8/10 - Official Xbox Magazine (UK)

"It will scare the pants off the most hardened gamers"
Anticipation Rating: 9
P2 Magazine



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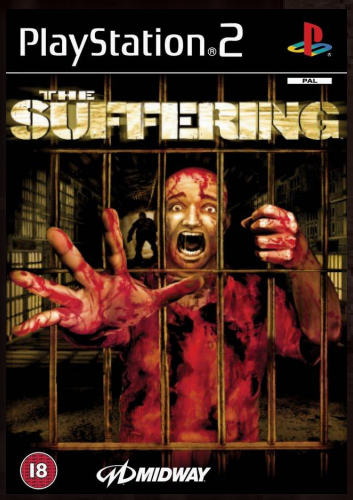
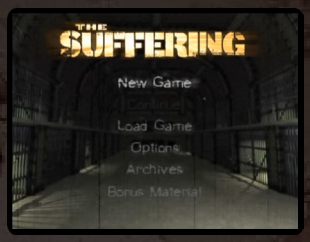
THE
SUFFERING
PRISON IS HELL
MIDWAY

7.7



The Suffering



Developer	Surreal Software
Publisher	Midway
Release date	(us) March 9, 2004
Genre	Action, Survival horror
Mode	1 Player

The Suffering is a first and third-person shooter game, developed by Surreal Software for PlayStation 2, Xbox and Windows. A version was also planned for the GameCube, but was cancelled prior to release. In 2017, the game was released on GOG.com.

The game tells the story of Torque, a prisoner on death row for murdering his ex-wife and two children, a crime of which he claims to be innocent, saying he blacked out and cannot remember what happened. Shortly after he arrives in Abbot State Penitentiary on Carnate Island, off the coast of Maryland, an earthquake hits the island, resulting in the prison being attacked by unusual supernatural threats. So Torque needs to attempt to fight his way to freedom, whilst also going up against the demons within him, and attempting to remember what really happened to his family. The game features three endings, depending on the players' actions throughout, each of which reveals a different version of the murder of Torque's family.

The Suffering is a action game in which the player controls Torque, the player character, from either a first-person or third-person perspective, depending on their preference. The game is fully playable in both first and third-person views, with all actions available in both modes. Torque can run, shoot, jump, interact with the environment, interact with NPCs, and use items, such as flashlights, flares, flash grenades and shrapnel grenades. Weaponry includes a shiv, a .357 revolver, a tommy gun and an improvised flamethrower, among others. Other items which can be found during the game are Xombium tablets (which restores the player's health), paperwork with story content, maps, ammo, and flashlight batteries.

Most of the enemies in the game are representative of different types of execution methods that have taken place on Carnate Island. Some of the enemies includes; Slayers represent decapitation, Marksmen represent death by firing squad and Burrowers represent burial alive. Other creatures represent events from Carnate's history, like; Festers who are the reincarnation of slave traders and Infernas who are the trapped spirits of three children.

As Torque kills enemies during the game, an on-screen meter called his "Insanity meter" begins to fill. Once it is full, it begins to flash, and at this point, Torque can transform into a monster. In this form, Torque can tear enemies apart and can perform several powerful attacks. The more enemies Torque kills whilst in this form, the more powerful the monster becomes and the more combo moves become available. However, when in this form, Torque's health automatically depletes, and if he doesn't change back to his human form prior to his health meter fully depleting, he will die.

A major part of the gameplay in The Suffering concerns Torque's morality. At numerous points during the game, the player will encounter situations where they have several choices as to how to proceed. These situations

involve NPCs, and the choices are usually to help the person (good morality), kill them (bad morality), or ignore them (neutral morality). In many situations, when Torque first encounters an NPC, the player will hear the voice of Torque's dead wife urging him to help them, and almost immediately afterwards will hear the voice of a demon urging him to kill them. How Torque's actions affect his morality is usually indicated by the reaction of his wife, who will praise him if he commits a good act and chastise him if he does something evil. Often, when Torque saves an NPC, they fight alongside him for a time. However, not every choice presents the player with all three possibilities. For example, when Torque finds the controls to the electric chair, he can turn the chair on to torture an inmate strapped to it (bad morality), or simply ignore the controls (neutral morality). There is no good morality choice available here. Another example is when Torque finds a guard who has had his limbs removed and is slowly dying. He can kill the man to relieve him of his misery (good morality), or ignore him (neutral morality). Here, there is no bad morality choice. Over the course of the game, the decisions made concerning Torque's morality cumulate, and the player will get one of three endings based on Torque's final morality level. The player can get a rough idea of Torque's morality level by both Torque's own physical appearance (he will begin to look less and less human the more evil acts he commits) and by looking at a family photograph which he carries with him at all times; the cleaner the photo, the purer his morality. If the photo is dirty, crumpled and covered in blood, his morality is moving towards evil.

The origins of The Suffering date back to early 2002, when Surreal Software game designer Richard Rouse III wrote a two-page pitch, which described the game as *"a stylized horror shooter. The frenetic gameplay of Devil May Cry meets the horror setting of Resident Evil and the immersive game-world of Half-Life."* The basic design for the game originated from Rouse's negative experiences working on a western role-playing game called Gunslinger, which was eventually cancelled. Rouse felt Gunslinger had been too ambitious for its own good, especially a "morality system" which saw entire towns full of people react differently to the player character depending on what actions the player had taken earlier in the game. Finding this system impossible to implement effectively, Rouse envisioned The Suffering as having a *"drastically stripped down morality system"* with a much simpler AI system for tracking it.

An early decision on Rouse's part was that The Suffering be more of an action game than a traditional survival horror. This had implications for much of the design work on the game, as *"it meant we were going to focus more on combat and avoid the long cutscenes, frail central characters, clumsy controls, fixed camera angles, and sparse ammo of many console horror games."* Another early decision was to keep the central character as much of a mystery as possible, implying only his strength and little else. Artist Mike Nichols says, *"We didn't really want a character that looked of any particular nationality or race. He really is almost Neanderthal in appearance. He's very primal. We wanted that strength to come through."*

Creature design was also an important element in the development process, with the team determined to create a unique array of en-

emies. According to Rouse,

"from the beginning, we wanted to stay away from zombies and the more tired horror clichés that everyone's had enough of, and wanted to move onto something that was more disturbing and more unique to this experience. It was also early on we decided we wanted to have a theme for all the creatures. So instead, they weren't just this random monster or this random aberration, instead they're each themed after different execution methods that tie into the history of Carnate and all the various forms of execution of humans that have gone on there."

An important element in the design process was what Rouse refers to as "player-empowerment;" allowing players a great deal of freedom within the game world. A key concept in this was that the player's actions would work to determine the guilt or innocence of Torque;

"layers would be allowed to make important choices about how they act in the game world, thus tying into our morality system. Through these important choices, the player is able to determine the main character Torque's guilt or innocence of the crime that landed him in prison. We felt this was our strongest element of player empowerment, allowing players to determine not only Torque's future but also his past, something altogether unique in games."

A great deal of time was also spent working out the control scheme. The game originally *had a target-lock system, based on the controls in Syphon Filter and Devil May Cry. However, the developers were unhappy with this system as they felt the gameplay was based more on "PC-style shooters" such as Half Life, which uses a mouse and keyboard control scheme to facilitate easier free aiming, rather than a target lock system. As such, "with our controls for a console-style shooter but our gameplay from a PC-style shooter, about a year into development we realized we had a dangerous disconnect in our design that made our game tedious instead of fun." However, with the release of successful console third-person shooters such as Max Payne, Halo, Medal of Honor: Frontline, and SOCOM, all of which "eschewed target-lock in favor of double-stick control schemes that simulated the mouse/keyboard experience from the PC," the team decided to scrap their target-lock system and go with a free aim system; "looking at the sales for these titles, we concluded the installed base of players who were familiar with these controls was now large enough that we could take the risk of turning off a few newbies. The change was a huge success for the game: it fixed the disconnect in our gameplay and added depth that had been completely missing."*

The game was unofficially revealed on March 17, 2003, when Midway Games sent a list of upcoming games out to retailers. The list included The Suffering, which was described as *"action-horror game set inside a prison."* The game was slated for an October 2003 release for PlayStation 2, GameCube and Xbox. Helene Sheeler, vice president of marketing for Midway stated, *"The Suffering redefines terror with a chilling look into a penitentiary haunted by apparitions of executed prisoners grotesquely reincarnated as the methods of executions that befell them."* It was also revealed the creatures in the game were designed by Stan Winston Studios.

In September, Midway announced the game was being pushed back from October 2003 to early 2004. Of the delay, Richard Rouse III wrote

"one of the most fortunate events of The Suffering's development was getting time to iterate on the game. Midway was quite happy with the game's progress and had seen a strong reaction to it from the press and public alike. Thus they gave us a generous time extension, not because we were behind schedule but because they wanted to make the game as strong as possible. Thus, with our levels all fully built and functional many months before shipping, we were able to do a number of passes on the game. We did a pass on horror elements to make the game more frightening, including adding our real-time environmental flashes that are so key to the final experience. We also did a story pass, not to change the story but to expand on how it was presented to the player. We performed an AI pass to make the creatures much more dynamic and varied in their behaviors. Finally we did a puzzle pass to fix the most egregious problems with the puzzles. The impact of these passes cannot be underestimated."

The Suffering was a commercial success, selling over 1.5 million units worldwide across all platforms. The game was also credited with putting Midway *"back on the map"* as a major video game publisher after several years of games underperfoming.

In April, Midway announced their projected revenue for the first quarter of 2004 was $18 million, primarily due to the success of The Suffering.

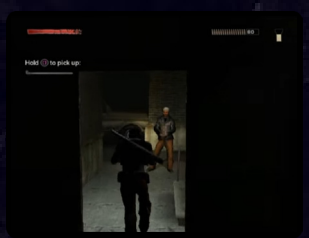
The Suffering received "generally favorable reviews".

Official U.S. PlayStation Magazine's Joe Rybicki scored the PlayStation 2 version 3 out of 5, arguing it was not scary due to it being an action game, as opposed to a survival-horror. He wrote *"if Fatal Frame is the gaming equivalent of The Shining, The Suffering is Friday the 13th."* Although he praised the morality system and the general gameplay, he concluded *"I felt the psychological elements and the morality-play overtones were largely wasted on what is at its most fundamental level a fairly run-of-the-mill shooter."*

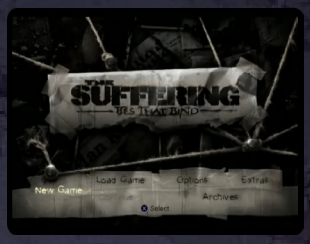
GameSpot's Jeff Gerstmann scored the game 7.6 out of 10, writing *"it might be a little too straightforward in spots, but it does make for a solid action game."* He concluded that *"although The Suffering tends to rely more on startling you with visual effects and sudden attacks than on actually trying to scare you, it's still a pretty refreshing take on horror-themed games. [But] more monsters, more ways to do them in, and perhaps some slightly more-involving puzzles would have probably made the game feel more in-depth. But even taking this into consideration, The Suffering is a fun action game."*

IGN's Aaron Boulding scored the game 8.5 out of 10, giving the PlayStation 2 and Xbox versions an "Editor's Choice" award. He called it *"a great game, not just a great horror game,"* writing *"it succeeds as both a horrific thrill ride and fun action experience."* He concluded *"In a genre that's overrun with sequels and lame attempts at horror, The Suffering is a breath of fresh death rattle. The action is intense, the creatures are actually creepy, and the story does not shy away from truly macabre elements."*

7.5



The Suffering: Ties That Bind



Developer	Surreal Software
Publisher	Midway
Release date	(us) September 26, 2005
Genre	Action, Survival horror
Mode	1 Player

The Suffering: Ties That Bindis a sequel to the 2004 game The Suffering. It was released for PS2, Xbox and Windows. In 2017, it was released on GOG.com.

The game continues the story of Torque, a man sentenced to death for murdering his ex-wife and two children. In the original game, after arriving on death row in Abbot State Penitentiary on Carnate Island, off the coast of Maryland, an earthquake rocks the island, and the prison is attacked by strange supernatural creatures. During the mayhem, Torque escapes. Ties That Bind continues his story, as he flees the island and heads back to his home town of Baltimore, where he must face his past misdeeds, and confront his nemesis, a mysterious criminal kingpin known as Blackmore. Players who have a saved game from The Suffering can choose one of three different openings, based upon the ending they received in the first game. As with the original game, Ties That Bind also features three different endings, depending on the players' actions throughout the game.

Two major gameplay alterations in Ties That Bind concern pickups. Firstly, Torque can no longer stockpile Xombium bottles, allowing the player to refill their health whenever they wish. Instead, Torque must rely on stationary Xombium located at set points throughout the game. Secondly, the player is limited to carrying only two weapons at any given time, although is free to choose which two; the play may carry two melee weapons, two guns, or one of each. Also, whereas in the first game, Torque could only dual-wield the handgun, in Ties That Bind, he can dual-wield any one handed weapon, including the sawed-off shotgun. Guns can also be used to inflict minor melee damage.

Whereas in the first game, each enemy represented either a form of execution or an historical event on Carnate Island, in Ties That Bind, the enemies, collectively referred to as "Malefactors," represent facets of both modern life and past violence on the crime-ridden streets of Baltimore.

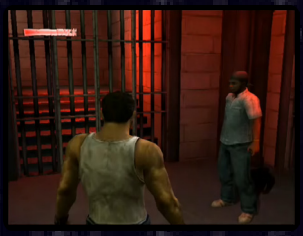
As in the original game, as Torque kills enemies, an on-screen meter called his "Insanity meter" begins to fill. Once it is full, it begins to flash, and at this point, Torque can transform into a monster. Also new to the game is that Torque can transform into a different monster, depending on his morality level. If Torque's morality is towards good, his insanity mode is blue and more human like. If he is moving towards evil, his insanity mode is red, and his monster form is less human. Whereas in the original game, upgrades were based on the number of times the player used the special attack, in Ties That Bind, upgrades are unique to the moral path Torque is on; as he advances on the path, more attacks become available. Evil and good morality each have four levels of upgrades. Another change to insanity mode is that in the original game, staying in this mode drained health, and could kill Torque if he didn't transform back soon enough. In Ties That Bind, however, staying in insanity mode too long doesn't kill Torque, but

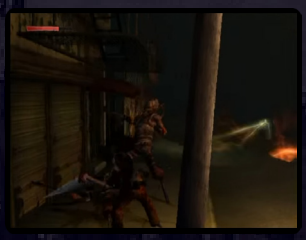
when he transforms back to human form, he will be dizzy and unable to move or fight for a moment.

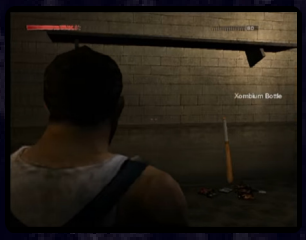
A major part of the gameplay in Ties That Bind, as in the original game, concerns Torque's morality.

The origins of Ties That Bind date back to the late development stages of the original Suffering game, when Surreal Software first discussed the possibility of a sequel. However, although Ties That Bind writer and director Richard Rouse III, who also wrote and designed the original game, was open to the possibility for The Suffering to develop into a multi-game series, he emphasized that each game should be a standalone experience, albeit with unanswered questions to leave the door open for the next game. As such, the concept of the sequel had no impact on the development of the first game;

"the idea to do a sequel was definitely something that emerged toward the end of development of the first game, but we didn't make any changes to the first game's story to create a cliffhanger or anything like that. When doing games that are part of a series, I always want to make sure each game will really stand on its own. At the same time, the world of The Suffering was built from the start to leave a lot of questions unanswered [...] So after the first game was complete, we had a fertile ground in which to expand the world for a new story. In Ties That Bind we're definitely introducing as many questions as we are answering, leaving plenty of opportunity for more games in the future. But again, what's of paramount importance to me is to make a game that players can finish and feel they have received a complete experience, not that they need another chapter to get closure."







According to Rouse, setting the first game on an island off Maryland, and the second in Maryland's largest city, Baltimore, were decisions made with the mandates of the story very much in mind;

"in the first game we had set the game off the coast of Maryland because we wanted to be able to incorporate the history of the East Coast of the US. We really wanted to create a sense of a lingering evil that has been resident for centuries. By placing the game in the mid-Atlantic region we could pull on historical events from up and down the coast. So we could include witch trials, something which had taken place primarily in New England, while also accessing some of the history of the South, in particular the dark legacy of slavery. With the game set in Maryland we were able to draw on historical events from all up and down the East Coast while still remaining relatively believable. From an island off the coast of Maryland, wanting to go to an urban environment led us to one obvious choice: Baltimore. Baltimore's mid-Atlantic location means we can pull on the same historical variety that we did in the first game, and Baltimore's dark past and present is a major part of the story of Ties That Bind."

In setting the game in Baltimore, the development team conducted research into the city. They had no interest in creating a game world which was a literal recreation of any part of Baltimore, instead they wanted to ensure they got the general look and feel of the city correct;

"a group of us went on a research trip to Baltimore, which enabled us to collect extensive photo reference on the city. We certainly captured a lot about Baltimore's distinct rowhouse architecture, but we also visited some of the city's rundown harbor areas [...] We also wanted to have a public housing develop-

ment immediately next to the prison that included the group home where Torque grew up. When we did our research trip to Baltimore we found exactly what we needed: next to Baltimore City Correctional is a large public housing development, including the LaTrobe Homes. It made sense to me that public housing would be located on the undesirable real estate immediately adjacent to a prison, and it was chilling to see my suspicion borne out in reality."

In a more specific sense, the team used Baltimore City Correctional as a direct influence for Eastern Baltimore Correctional, the prison which features in the game. Rouse wanted the prison in Ties That Bind to contrast strongly with Abbot State Penitentiary from the first game, and he felt Baltimore City Correctional provided the influence to accomplish this insofar as *"it is fascinating because of its distinct look and feel, which incorporates a wide variety of architecture styles from the various eras in which it was expanded."*

As with the original game, the notion of alternate moral pathways was of paramount importance to the gameplay of Ties That Bind. In the first game, the player's morality not only determined how the game ended, it also determined Torque's past, insofar as the player's actions during the game dictated whether or not Torque had killed his family. So too in Ties That Bind, the player's morality determines both the end of the game, and the events which precede the game, specifically the role Blackmore had in the death of Torque's family. However, whereas in the first game, the player's morality was manifested primarily in the ending they received, in Ties That Bind, morality determines the beginning, the end, and creates what Rouse refers to as a *"ripple effect"* throughout the entire game. For example, during the scene where Torque meets Killjoy at the theatre, depending on the player's morality, the cutscene can feature Carmen, Cory or Jordan. Additionally, the player's morality determines whether they fight Creeper or Copperfield.

Speaking of the *"ripple effect,"* Rouse explains that, to a certain extent, it was dictated by a sense of narrative logic; *"it's really crucial that Carmen treats you differently depending on whether you killed her or not. It doesn't make sense that she'd still be loving toward you if you killed her in cold blood."* However, it was also important that the player never feel locked into one morality; they could begin the game with bad morality and finish with good morality; *"you can travel down different moral paths, and both the beginning you started with and the choices you make during Ties that Bind will affect your final outcome. So there are really a surprising number of possible stories to be told. I want every player to have their own unique version of Torque's story. I hope no two players will remember the game and the story exactly the same."*

Ties That Bind did not sell as well as expected, and sold significantly less than the original game. In November, 2005 Midway announced it would miss its quarterly expectations, specifically citing poor sales of Ties That Bind and L.A. Rush. Midway expected to hit its $30 million revenue target, but expected loses to reach $29 million instead of the previously anticipated $19 million, blaming increased product development costs. For the fiscal year, their revenue expectations dropped from $200 million to $145 million, with expected losses of $95 million. The company ultimately reported a $29.1 million quarterly loss on revenues of $29.5 million.

Ties That Bind received favourable reviews, but was generally seen as inferior to the original game.

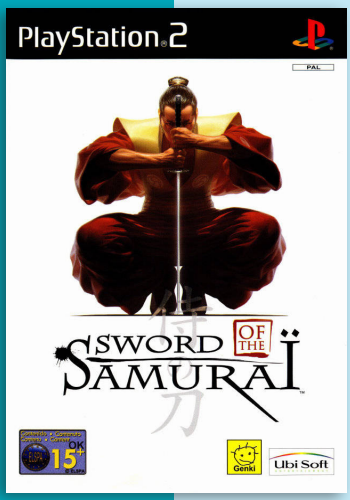
GameSpy's David Chapman scored the PlayStation 2 and Xbox versions 3.5 out of 5. Of the graphics, he wrote *"there haven't been a lot of improvements over the original game. Placed side-by-side, players would be somewhat hard pressed to guess which game was the newer release."* He was critical of the lack of differentiation between the game and its predecessor, arguing *"it feels more like an expansion than a true sequel. If you've played the first game, Ties That Bind simply feels like more of the same."* However, he concluded *"The Suffering: Ties That Bind is a solid action title that should satisfy fans of the original game. Although the game doesn't bring a lot of new experiences to the table, it does do a great job of adding to the experience gamers enjoyed the first time around."*

Eurogamer's Ellie Gibson scored the PlayStation 2 version 7 out of 10, writing *"this is a sequel which doesn't really move things on much [...] there's not a lot that's new here."* She did praise the environments, which she called *"diverse, detailed and brilliantly lit,"* and the enemies, to which she referred as *"well designed, with fluid animations and varied attack patterns."* She concluded *"There's not a lot new here [...] But the good news is that they've managed not to mess up any of the things which made the original so enjoyable [...] This isn't a game that's going to raise any bars, push any envelopes or revolutionise any genres. But if you played and enjoyed the first game and fancy more of the same, The Suffering: Ties That Bind won't disappoint."*

GameSpot's Jeff Gerstmann scored the game 7.2 out of 10. He was critical of the general gameplay, which he argued *"quickly boils down to you running from room to room, killing anything that pops up along the way."* He was also critical of the creature design, which he felt was *"largely recycled from last year's game, which is disappointing. The way the monsters in the last game were based on various methods of execution was interesting, but retrofitting them to fit Baltimore street crime seems cheap."* He concluded *"The Suffering: Ties That Bind has its moments, but most of these moments are the same sorts of moments that you saw in last year's game. If you're a fan of the previous game and you're looking for more of the same, Ties That Bind fits the bill, but more expansion on the themes of the first game would have made for a much more interesting final product."*

Sword of the Samurai

7.0



PlayStation 2 the Best

J P

Developer	Genki
Publisher	Ubisoft, (jp) Genki, SCEI
Release date	(jp) June 27, 2002
Genre	Action, Fighting
Mode	1-2 Players

Kengo: Legacy of the Blade is the second game in the Kengo series. It was released in Europe under the title Sword of the Samurai. It features a character creation feature and over 100 detailed swords to choose from. It was not released in North America.

Sword of the Samurai is a unique “semi-RPG” where players take the role of a wandering samurai (ronin) trying to make a name for himself in Japan and ultimately to become a master swordsman if he win the Shogun held swordsman competition.

The gameplay focuses on improving and enhancing the sword skill technique. As at the beginning of the game the players sword play starts with what seems like “swinging a bat” rather than a sword technique, they improve their skill and techniques by “stealing” techniques by dueling with other swordsmen of which they add to their own library of sword techniques and customize which techniques suit your purposes.

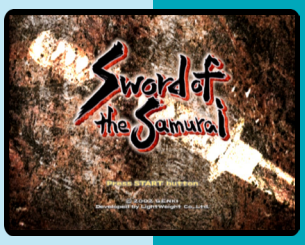
The “semi-RPG” elements refer to the “skill and techniques” development of the character. The more duels, missions and bouts the player-character accomplishes, the more sword techniques the character will eventually learn as well as gradually increasing the character stats.

Thus dueling is the essence of the gameplay, may it be a friendly match with wooden swords or unofficial death matches using a katana.

Swordplay techniques are extremely complicated at first, comprising of detailed forms: Stances, each with different types of attacks; Parrying and the ability to counter attack after a correct block; Stance Attack, the ability for a surprise attack against a correct stance and much more.

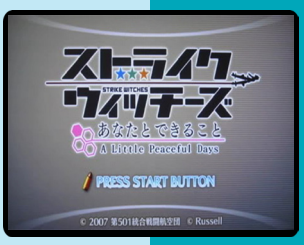
Players learn all these techniques by dueling, learning from the local dojo’s and ultimately gaining enough fame and skill to duel the many wandering master swordsmen that may teach the players about special sword skills.

“mobygames.com”



Strike Witches:
Anata to Dekiru Koto - A Little Peaceful Days

8.1



Developer	Russel
Publisher	Russel
Release date	(jp) May 27, 2010
Genre	Adventure
Mode	1 Player

The story start with an invasion by a monster called “Neuroi”. The only hope for the humans is the “Strike Witches”. The witches are sent to an isolated island for exercises. But after an attack damaging the aircraft carrier, it leaves them stranded on the island. There they will stay on the island until the support arms join them.

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Sugar + Spice!
Anoko no Suteki na Nanimokamo

7.0

J

Developer	Chuable Soft
Publisher	Alchemist
Release date	(jp) September 25, 2008
Genre	Visual novel
Mode	1 Player

Sugar + Spice! Anoko no Suteki na Nanimokamo is a port of a Windows game. The PS2 game feature several new additions, including three new heroines, new scenarios, rewrites to the original story, additional CG and a new intro song, among other things.

The story is follow usual visual novel trope; Boy wakes up with amnesia.

Sumomo mo Momo mo:
Chijou Saikyou no Yome

8.3

Developer	Marvelous Entertainment
Publisher	Marvelous Entertainment
Release date	(jp) June 21, 2007
Genre	Action-adventure
Mode	1 Player

The protagonist is Koushi, who is born into a martial arts family. When Koushi was still a baby, his father made a pact with his biggest rival to marry his daughter. When Koushi is in high school, oblivious to the marriage arranged, he meets Koushi’s self-proclaimed bride, Momoko. Meanwhile, a war has broken out between the martial arts families making his school life even more stressful.

J

VIVE EN ESTADO PLAY™